

UNOFFICIAL GAMESPOT GAME GUIDE

ONI

By: Doug Radcliffe and David Perkins



© Copyright 2001 GameSpot, a division of ZD Inc.

All rights reserved. Reproduction in whole or in part in any form or in any medium without express permission of GameSpot is prohibited. GameSpot, videogames.com, VideoGameSpot are trademarks or registered trademarks of ZDNet Inc.

This wholly independent product is the sole property of GameSpot. It is neither authorized or sponsored by, nor licensed or affiliated with the Bungie Software Productions Corporation. Oni and its characters are trademarks of the Bungie Software Productions Corporation. All titles, items, characters, and products described or referred to in this guide are trademarks of their respective companies.





Guide Contents

Introduction	5
Chapter 1: General Strategies	7
PS2 Controls	7
Difficulty	7
Weapons and Ammunition	8
Stealth and AI	9
Hypos	10
Jumping	10
Chapter 2: Combat Strategies	12
Attack Modifiers	12
Oni's Commands	13
General Hand-to-Hand Tips	13
Staggering and Toppling Enemies	14
Fighting Multiple Enemies	15
Chapter 3: Weapon and Power-Up Strategies	16
Weapons	16
Power-Ups	25





Chapter 4: Mission Walk-Throughs

27

Chapter 1: Trial Run	27
Chapter 2: Engines of Evil	33
Chapter 3: Puzzle Pieces	38
Chapter 4: Tiger by the Tail	44
Chapter 5: Hot Pursuit	47
Chapter 6: Counterattack	53
Chapter 7: A Friend in Need	57
Chapter 8: An Innocent Life	61
Chapter 9: Truth and Consequences	65
Chapter 10: Cat and Mouse	70
Chapter 11: Dream Diver	74
Chapter 12: Sins of the Father	75
Chapter 13: Phoenix Rising	80
Chapter 14: Dawn of the Chrysalis	85

Appendix: Cheat Codes

91





Introduction

In the year 2032, Big Brother is alive and well. The World Coalition Government has annexed 80 percent of all nations and tracks your every move. While those in the cities maintain an acceptable level of comfort at the expense of freedom, the poorest masses exist at the fringes of a toxic wasteland at the mercy of the Syndicate - a nefarious web of criminals run by Boss Muro.

You are Konoko - a young girl unaware of her past and destiny. In the midst of the corruption that surrounds you on all sides, you must unravel the mystery of your own identity while fighting to save humanity from extinction.

Oni, from Bungie and Gathering of Developers, combines adventure and exploration with intense hand-to-hand combat - and explosive weaponry thrown in for good measure! To survive Oni's dangers, you'll need this GameSpot game guide, which includes a complete walk-through and strategies for hand-to-hand combat, weapons, power-ups, item use, character and enemy bios, ammunition management, and even cheat codes.

Inside this comprehensive Oni game guide, you'll find:

General Strategies - Head here for tips on weapon and ammunition management, difficulty levels, jumping techniques, and sneaking past the artificial intelligence.

Combat Strategies - This section covers hand-to-hand combat techniques, including staggering enemies and fighting multiple enemies.

Weapon and Power-up Strategies - This section includes strategies for using Konoko's weapon arsenal and power-ups.





Mission Walk-throughs - This section includes walk-throughs for all 14 levels. Inside, you'll find objectives, save points, hidden items, and specific combat tips.

Cheat Codes - Head here for a list of Oni cheat codes for the PC and Mac versions.





Chapter 1: General Strategies

While combat is the focus of the game, a player who enters combat ill-prepared is likely to find the journey quite difficult. In this chapter, we discuss such topics as hypo use, ammunition conservation, and stealth - the keys to entering combat with strength and power.

PS2 Controls

Below are the PS2 controls, which obviously differ from the default PC controls. If you wish to customize the PC controls, edit the key_config.txt file inside the Oni root directory.

Movement	On PS2 Controller
Forward, Back, Left, Right	Performed with left analog controller.
Jump	L1
Crouch	L2
Punch	R1
Kick	R2
Look Around	Right analog controller.
Menu, Inventory, Diary	Select
Pause	Start

Difficulty

The three levels of difficulty in Oni are easy, normal, and hard. As you progress through the difficulty levels, your enemies become tougher melee opponents: they can dodge your attacks and block more often. Their aim with certain weapons will improve, and their health will be inflated. On the easy





setting, your character, Konoko, enjoys a 30 percent bonus in her own health points.

On the hard setting, certain characters in each level will be upgraded to a tougher version. For example, an opponent who is a ninja in the easy or normal game might be an elite ninja in the hard game. There are no differences in the number of enemies you face at each difficulty level, however.

Because there is no way to save your game anywhere you want (instead, Oni employs specific save points), you may run into tough stretches or difficult fights with unique, powerful enemies that you can only win if you bring a few hypos or a nice weapon into the challenge. If this happens, consider backtracking one or two save points and replaying those earlier levels in preparation for the challenging portion that rebuffed you. Chances are, your knowledge of those earlier levels will let you battle through them more easily, resulting in a greater supply of hypos and ammunition when you again encounter the tough part. This is often less frustrating than trying to defeat a powerful enemy while you are weak.

Weapons and Ammunition

If you are carrying extra clips of ammunition, you can reload a weapon. Try to limit your reloads to times when your weapon is completely empty, or the extra ammo already present in the gun will be lost.

Ammunition is hard to come by, especially since you cannot carry more than one weapon with you at a time, making it especially important that you relieve your enemies of their guns in such a way that the guns aren't fired at you. If you can disarm an opponent before he fires his gun at you, the gun will be loaded. Every shot the enemy takes at you is one less shot you will have once the gun is yours.

The best way to disarm an opponent is to hit him from behind before he is even aware of your presence. If you know an enemy's patrol route, you can ambush him at a spot where his field of vision is not wide enough to see you. More often, however, an enemy's patrol route is such that it is impossible to





sneak up behind him. In these cases, let him see you, then duck behind an obstacle and wait for him to turn the corner. He may fire at you the instant he sees you, but in very short order, you can disarm him.

A weapon will vanish after 90 seconds if it's left on the ground, so it is generally not an option to use the ground as your inventory. Just before it vanishes completely, an abandoned weapon will begin to fade, and you can still pick it up when it is in this state.

Because you cannot carry more than one weapon, it is a good idea to use up the ammunition in any weapon you are planning on leaving behind. If there are no enemies to shoot them at, this is not an issue. But if you know of or suspect there are any enemies nearby, take one of the guns and empty it at them. Just be sure to arrive back at the other weapon before it disappears.

Stealth and AI

Konoko's enemies all operate on the same sensing model; that is, they all "see" and "hear" the same way. Each enemy's vision is constricted to a cone that has its point at the enemy's eyes and extends about 180 degrees to the left and right - very much like our own vision, but exaggerated in its peripheral abilities. If you walk into the vision cone of an enemy, he will always react and come for you.

Enemies also react to sound, especially gunfire. Gunfire can be heard through closed doors, and enemies will react to it by investigating. Your footsteps can also register in the ears of an enemy. Dashing makes quite a bit of noise and can alert guards in the same way gunfire does. Normal running makes noise, but guards are far more likely to ignore it, unless you are running up behind them. Enemies cannot hear sneaking and walking.

Some opponents run for alarm consoles, and the game warns you when such enemies are around. If an alarm sounds, guards do not fail to respond; in fact, alarms create additional opponents whom you would not otherwise face. It takes a moment for a guard to activate a console, much like it does for you to activate one. Sometimes, therefore, it is best to let the guard get to the





console, then use the backbreaker move (see the Combat Strategies section of this game guide for details).

Hypos

As Shinatama points out during your first mission, Konoko may increase her health beyond 100 percent if she uses a hypo when she is already healthy. The health indicator in the lower right-hand corner of the screen features a wider section near its top, and if the health bar enters this section due to hypo overuse, Konoko's fists will glow purple and emit a hissing noise.

In this "overpower mode," Konoko's ability to do damage is increased. Specifically, if Konoko has only slightly more than full health, her attacks will do 50 percent more damage than usual. If she is fully overpowered (that is, if her health indicator is at or close to maximum), her attacks will do 130 percent more damage than usual. Keep in mind though that this isn't a force shield or any form of protection - Konoko can still be hit and take damage.

Jumping

Many of the power-ups and ammunition boxes that lie scattered around each level are in plain view or are behind a simple obstacle like a desk or air vent, but a few can only be reached via some technical jumping.

The most common hiding place for difficult-to-reach items is the tops of crates. It is rarely possible to leap down to such a crate from above; you must leap up to the crate from below.

The simplest jump is performed by pressing forward + jump. (**TIP:** If you press jump before forward, Konoko will merely leap straight up into the air, so press forward just before you press jump and release forward quickly if you only want to move forward a little bit.) This simple jump is useful when you have a fairly short height to climb and when you want to be careful not to overleap and fall off the other side of what you are trying to ascend.



10





Jumping while running will propel you farther than a standing jump, and jumping while dashing (that is, when running at full speed after double-tapping the forward key) will propel you farther yet. The farthest and highest jump, however, is obtained by combining dashing with a flip jump.

The flip jump is taught during the tutorial and is accomplished by running toward a spot, holding down the jump key while continuing to press forward, and pressing crouch (which causes Konoko to perform a somersault mid-air, so that her feet swing over her head, and she gains an extra bit of height in doing so).

Some secrets can only be reached via two successive running flip jumps. When you see a secret item atop a crate that is clearly too tall for you to jump directly to it, check the vicinity for other crates and look for a short one that seems to offer itself as a route to a higher one. Back away from the short crate, then dash to it, leaping atop it and continuing to dash briefly in preparation for an immediate flip-jump to the higher crate.

In more detail, the process is this. While facing the smaller crate, double tap the forward key to being dashing and do not let go until the process is over. Jump to the smaller crate, hitting crouch in mid-air if the smaller crate is tall enough to require it. Dash across the smaller crate (usually for just a split second) and again jump to the higher crate. Then, hit crouch in mid-air again to get as much altitude as possible and hold down the jump key to give yourself as much lift as possible.





Chapter 2: Combat Strategies

Without question, the hand-to-hand combat in Oni is a real blast, and it would be a shame not to engage in it as often as possible, as you try to find out what makes Konoko tick. In this chapter, we turn our attention to what makes Konoko punch and kick, in hopes of making your journey through the game less painful for you and more painful for your foes.

Attack Modifiers

Among Konoko's hand-to-hand combat moves are attacks that carry special modifiers.

Unblockable Attacks

These attacks cannot be blocked by any opponent, no matter how skilled or tough he is. An example of this attack is the triple-hit haymaker (punch, punch, punch).

Invulnerable Attacks

While Konoko is performing one of these attacks, she cannot be damaged by her opponents. An example of such attacks are the spinning sidekick (kick, kick, kick) and the devil spin kick (crouch, then kick).

Super Move

Certain moves can be blocked by opponents, although Konoko will still cause half damage, despite being blocked. These moves will not topple an opponent if blocked, but they may stagger the opponent. Among these attacks are most of the ones that cause Konoko's fists or boots to glow blue, including the crescent moon kick (kick, kick, forward + kick) and devil spin kick mentioned previously.

Note that some moves may possess more than one of these attributes. They are, in general, more difficult to pull off in the middle of combat.



12





Oni's Commands

When you learn a new move or escape, you can read about it in your diary (by hitting the F1 key). In the PS2 version, make sure you hit the SELECT button to read about your new moves in your diary. In the text, you will see such instructions as "FORWARD + KICK." This means you should press the forward key a split second before you press the kick key. (One exception is in the diary's entry for "escape moves," where it instructs you to press crouch + any direction. To do an escape move, you must press those keys in the reverse order: direction, then crouch.)

The rising fury, devil spin kick, and crescent spin kick attacks are among the special moves that require you to let the first key go before pressing the second key - and the second key must be pressed within a very narrow window after the first key is released. To learn the timing, practice while in an empty room.

During an escape move, you may pick up any weapon that is lying on the floor if your escape move passes over it, and you hit your use key at the right moment. Your move must pass over the weapon at precisely the right angle, as well. Again, it is best if you practice in an empty room. Press your drop key to drop your weapon, then practice rolling and cartwheeling over it, pressing use to pick it up.

One move that bears special mention is the backbreaker. To perform it, you must be standing behind an enemy. Then, press forward, then kick. This move defeats enemies instantly, regardless of their health status. It is easiest to perform it on an unsuspecting enemy, an enemy at an alarm console, or an enemy who has been stunned by your weapon.

General Hand-to-Hand Tips

If you encounter a particularly tough sequence, and the enemies are unarmed or are carrying unimportant power-ups, consider simply running through the area rather than staying to fight. In many places, you have no choice but to





fight (for example, when you must save a crucial scientist from an attacker). But in others areas, especially those with stairways and doors, you can leave your enemies behind.

If you are fighting on stairways, try to attack from below. Not only is it difficult to hit enemies whose heads are below you, it is difficult to block their attacks. Further, an enemy lying stunned on a stairway can be damaged with combo attacks if you are lower on the stairway. This really helps finish off strong enemies more quickly.

Another way to finish an enemy off quickly is to block or dodge his first attack, then perform a throw combo. Flinging an enemy off a ledge, walkway, or building is usually an instant victory. You may not want to do this, however, if your enemy is carrying a power-up, like a hypo or force shield. If you want the items, you must be careful not to let your defeated enemy slip over an inaccessible edge.

When an enemy is knocked down near an edge, you can knock his body over it by crouching and kicking. This sweeping kick knocks an enemy into the air a bit and nudges him over, too. Often, near an edge, this is just enough to plunge him to his demise.

Sometimes it is a little difficult to know if you have defeated an enemy, especially if he is part of a gang that is attacking you at once. Use the sweeping kick just mentioned to check the status of a downed enemy. If your kick connects, you know your enemy still must be dealt with.

Staggering and Toppling Enemies

Certain attacks, if unblocked, will topple enemies onto their backs, where they will be momentarily helpless. Some special attacks (those that make Konoko's fists and arms leave a glowing trail - and the same goes for enemies) will, even if blocked, cause 50 percent damage, but will not knock over the opponent who blocked it.

If an enemy is lying helpless, several moves can cause him damage - most commonly, a crouching, sweeping kick or a running flip-jump that lands on the



14





prone enemy. Unless your sense of honor prohibits it, dishing out a little damage to your motionless opponents will help you win the fight more quickly.

Be careful not to stand too closely to prone enemies, as many of them have nice low attacks that they can deliver as they stand up. Once you are sure you cannot hurt them any more while they are down, take a step back to get out of low-kick range.

Combo moves often require multiple key presses, and they can be interrupted before coming to fruition. Begin pressing the first key or two while the enemy is down, and if you have timed it right, your combo will be concluding just as the enemy rises to his feet.

Among the attacks that knock over opponents are super moves, like the triple-hit haymaker (punch, punch, punch), the rear kick (back + kick), and the sweeping kick (crouch + kick).

Fighting Multiple Enemies

The key to successfully defeating two or more enemies at one time is knocking them over. If you can knock down an enemy, he will be out of the fight for a few moments, so you can turn your attention to the remaining foes.

Of course, it also helps to weaken incoming enemies with your weapon, if you have one available. You might find it wise to distribute your weapon's fire to each incoming enemy, since some of your melee attacks can strike multiple opponents at once.





Chapter 3: Weapons and Power-Up Strategies

Konoko may be quite skilled at hand-to-hand combat, but it's tough to complete Oni with melee attacks alone. It's time for weapons training! Most of the time, Konoko is unarmed and must disarm an enemy to gain a firearm. Maximizing the scarce ammunition takes skill and can turn difficult sections of the game into simple encounters. In this section, you'll find strategies for each weapon and significant power-up.

Weapons

This section covers Konoko's ballistic and energy-based firearms. For each weapon, you'll find its in-game statistics, including ammunition type, magazine capacity, and rate of fire, as well as its official description. You'll also find specific strategies for using it, maximizing damage potential, and avoiding the same weapon in the hands of Oni's AI.

Campbell Equalizer MK4

Ammunition type: Ballistic ammo

Magazine capacity: 10 rounds

Fire rate: Five rounds per second

Description: The Equalizer is the standard issue TCTF sidearm. It has undergone a number of refinements since the original model appeared during the World Coalition Government's rise to power. This weapon has high recoil. Compensate when firing on full auto.

As you'll soon discover, Oni's pistol isn't the ideal weapon. With its slow rate of fire, small magazine capacity, rough kickback, and moderate damage, the pistol is a below average weapon, and one you shouldn't depend on for long stretches at a time. Since the pistol uses the same ammunition as the Hughes





submachine gun, practice conservation until you can grab a submachine gun (if available).

Expect to use the pistol early on in the adventure, though it also makes appearances late in the game. It's best to use the pistol against unarmed enemies as they approach. Conducting a firefight against an armed enemy is tough. You're likely taking damage as you shoot, and the pistol is unlikely to terminate the enemy before you've already taken significant damage. Use the pistol to weaken enemies, then finish them off with a combo.

If you're up against an armed enemy, consider eschewing the pistol for a melee attack. Knock the enemy's weapon out of his hand on the first hit, and you haven't used ballistic ammunition or taken major damage.

The AI hits consistently with a pistol, so it's tough to avoid the projectile if you're simply dodging back and forth as you approach. Instead, look for cover and goad the AI into approaching (by firing at him or causing other noise). Stay hidden and protected; once he approaches, leap out and perform a combo to disarm and knock him down.

Hughes Black Adder Submachine Gun

Ammunition type: Ballistic ammo

Magazine capacity: 30 rounds

Fire rate: 12 rounds per second

Description: Manufactured around the world in dozens of illegal factories, the Black Adder submachine gun is the weapon of choice for violent criminals, terrorists, and Syndicate assault troops. Deadly at close range, it's only useful for suppression fire beyond 6m.

The Hughes Black Adder submachine gun is definitely an improvement over the pistol - it fires faster, holds more ammunition, and inflicts greater damage. This combination makes the submachine gun much more useful against armed enemies.

Your greatest concern, though, is ammo consumption. Ammunition in Oni is quite limited; using the submachine gun can consume several ballistic clips in





a single firefight. Use short-controlled bursts, making accuracy - or quality of shot - the priority over quantity.

That being said, don't bother with the submachine gun at long-range - it's extremely inaccurate. In fact, the pistol is much better at great distances. If enemies are present at long range, and you wish to use the submachine gun, trigger them by approaching closer or firing some shots. Take cover behind a crate or corner and lure them closer. Strafe out and take shots with the submachine gun.

The AI is a tough cookie when armed with the submachine gun. Keep enemies at long range and counter with the plasma rifle, mercury bow, or scram cannon. If that isn't an option, take cover quickly and lure them in close. Leap out and disarm them with a combo.

Beware of submachine gun guards on rooftops or other ledges above you. They're tough to deal with. Run quickly to escape or search for cover before attempting to stand still and eliminate them with a weapon.

SML3 Plasma Rifle

Ammunition type: Energy cells

Magazine capacity: 10 rounds

Fire rate: 1.1 rounds per second

Description: The SML3 plasma rifle fires bursts of superheated plasma encased in a 1.2 kT magnetic field that explodes on impact. Bursts accelerate rapidly during flight. Lead moving targets appropriately.

The SML3 plasma rifle fires a straight, rocket-like projectile at the designated target. With a fast rate of fire, quick projectile, and decent amount per clip, the plasma rifle is an extremely useful weapon and one you should use often to soften up enemy targets, particularly those at long range.

At long range, the submachine gun and scram cannon (two other useful weapons) are ineffective, leaving the plasma rifle (energy cell ammo) and mercury bow (ballistic ammo) the long-distance weapons of choice.





You can only carry one weapon at a time, so it's not always easy to maximize each weapon's ability in long and close range. Still, the plasma rifle is accurate, and you should consider picking it up nearly every time you come across the weapon (especially if you have extra energy cells in your store). Even if there are no long-range enemies to bash, you can still soften approaching enemies up before taking them down with a melee combo.

Though you can be quite accurate with the SML3, the AI is easy to confuse. If you're approaching an enemy armed with the plasma rifle, strafe suddenly to the left and right as you approach. You can dodge incoming plasma rifle projectiles rather easily. Time the dodge just as the enemy fires for consistent success.

Phase Stream Projector

Ammunition type: Energy cells

Magazine capacity: 300 units

Fire rate: Continuous

Description: This device is a miniaturized version of the vehicle-mounted phase projectors deployed during the freedom riots of 2012. It emits a continuous beam of energy that can stagger or topple enemies. To aim, direct the weapon's energy beam at your target.

This weapon emits a colorful electrical charge that not only knocks human opponents onto their backs, but also causes them damage. (Note that nonhuman opponents are unaffected by this weapon.) An enemy who is already knocked to the ground may still take damage from a phase stream projector, although you may wish to save your ammo and perform an attack move instead, since your opponent cannot defend himself. When he rises, you can again fire the weapon to tumble him onto his back.

The beam of the phase stream projector will bounce off walls. However, once it has bounced, the beam cannot knock enemies over. Sweeping the beam back and forth is not effective at knocking enemies back. Rather, you must focus the beam on an enemy for a short while.





The beam is effective at any range as long as it connects with your opponent. Since it is difficult to maintain contact between the beam and your opponent at long range, you will usually want to wait for your enemy to come within range. One exception may be when you would like to disarm an opponent at long range; the phase stream always disarms upon contact.

Mercury Bow

Ammunition type: Ballistic ammo

Magazine capacity: Two rounds

Fire rate: One round per five seconds

Description: Unlike its low-tech namesakes, this "bow" fires a compressed sliver of frozen mercury at ultrahigh velocity. Damage comes both from the initial trauma of impact and subsequent mercury poisoning. It kills all but the strongest enemies with one shot. The bow must refreeze after firing and, thus, has slow cycle rate.

The extremely powerful mercury bow can dispatch most enemies in a single, rail-gun-like shot. The bow's projectile reaches its target nearly instantaneously. Simply place the crosshair over the enemy target and fire. The mercury bow's immense power is balanced greatly by its slow rate of fire and huge ammo consumption - you only have two shots per ballistic ammunition clip!

Line up your shots carefully. Wasting a mercury bow shot can cost you dearly. Take out enemies at long range. The mercury bow is tougher to use at close range because the enemy will become a moving target and likely harder to hit. At long range, you're likely striking a guard standing still - a much easier kill.

Save the mercury bow for particularly tough sections and grab the weapon each time you're loaded with ballistic ammunition. Although, it's also useful to use the mercury bow even if you have just a single ballistic clip and many energy clips.

Use the mercury bow to clear out the next area, then return for your previous weapon (you must move quickly!) or look for the next energy-based weapon.





There's rarely a time when you wouldn't pick up the mercury bow even for a temporary use.

The AI can punish Konoko with the bow because of its power. A few shots (without a force shield) and Konoko is in serious pain. If there's a mercury bow shooting at you, locate the user as quickly as possible and disarm him (or fire at him). Above all, keep moving to become a difficult target. Exhaust the guards ammunition by strafing behind cover and goading the guard into firing and wasting the bow's ammo.

Screaming Cannon

Ammunition type: Energy cells

Magazine capacity: Six rounds

Fire rate: One round per 10 seconds

Description: This weapon fires capsules that release a mysterious entity known as a screaming cell. These creatures seem to exist out of Earth phase, but feed on human life force and are drawn to it when freed. The cannon masks its wielder's life force from the entity, but any life that ventures too near it will be drained.

One of the more unusual weapons you will ever wield in a computer game, the screaming cannon releases a capsule that feeds on the human life form. The capsule will either detonate on impact, or, if you fire it into the air, it will detonate after a brief flight.

After the capsule detonates, it gives off an aura that damages anything living that it touches, and it actively seeks a living target (note that if you are the person who fired the capsule originally, it will not seek you, even if you drop the screaming cannon while the capsule is active). The capsule remains active for about 15 seconds, at which point, it goes dead and falls to the ground.

The active capsule has a fairly large search area and will target friend, foe, and scientist alike, so be careful with this gun. Once it locks on to a target, it will move slowly toward the target, passing through it and sucking out health. Because it is slow moving, it is often best to fire this gun at unsuspecting foes.





Opening a door, firing a capsule inside, and letting the door close again is often a way to ensure that the capsule will lock onto and pass through stationary or slow-moving targets.

Firing this gun at an enemy who has engaged you in close combat is not wise, as the capsule's aura will damage you, even if you are not its intended target.

SBG Man-Portable Mortar

Ammunition type: Ballistic ammo

Magazine capacity: Four rounds

Fire rate: One round per two seconds

Description: Scatter-pack ballistic grenade man-portable mortar is too much of a mouthful, so troops all over the world simply refer to this weapon as the superball gun! Fire normally for a default scatter pattern. Hold the trigger when firing to bounce shots, then release to detonate.

The portable mortar is a devastating weapon that you should not shoot at close range, unless you are surrounded by several enemies and are desperate to clear them away. When you fire the mortar, the missile detonates upon any contact, then releases six smaller missiles in a circular pattern around the impact site. These smaller missiles also detonate on impact.

The mortar may also be fired in such a way that you control the detonation of the initial missile. Fire the mortar and hold down the firing button until you would like the missile to go off. As long as you hold down the button, the missile will remain where it comes to rest. You may even run while holding down the button without setting the missile off. When you release the firing button, the missile will behave as described previously.

Using this alternate firing approach, you can bounce mortar shots around corners and lure enemies onto a temporarily inert missile. You can also fire at close quarters, then back off and detonate it when you are clear of the site.

Stay away from an AI armed with the portable mortar. Employ long-range attacks to counter it. Be prepared to dodge side to side to avoid an incoming blast. The AI's unlikely to miss at close range, and the explosion can be quite





devastating. Remain at long range and use the plasma rifle or mercury bow. If you must attack in close, use cover to approach and disarm the AI quickly.

Van de Graaff (VDG Pistol)

Ammunition type: Energy cells

Magazine capacity: Five rounds

Fire rate: One round per 3.1 seconds

Description: An extrapolation of fundamental electrical principles, the VDG pistol is the ultimate stun gun. Each shot is high-voltage/low amperage, so it causes minimal physical harm. Shots disable one or more enemies at close range. Attack or escape while victims are disoriented.

Otherwise known as the stun gun, this pistol can be like a free kill for every shot, if it's combined with the backbreaker move. The stun gun does a little damage each time it connects, but its main use is in creating disorientation in the enemy for a brief amount of time.

The best use of the stun gun is in connection with the backbreaker. Stun an opponent, put the stun gun away, circle behind him as he staggers in place, then click forward + kick to do this move. For just one shot, you will get a victory without taking any damage.

The stun gun has a somewhat limited range, and it requires three seconds to warm up again after you fire it. It can hit multiple enemies at once in a crowd. It must be aimed, even though its electrical discharge makes it appear as if you will simply hit anyone in its curved range.

Note that shielded enemies will not be stunned by this weapon, but the stun gun will do some damage. A better bet against shielded enemies is to combat them by hand.

Scram Cannon

Ammunition type: Ballistic ammo

Magazine capacity: Five rounds

Fire rate: One swarm per 2.5 seconds



23





Description: The scram cannon is the most indiscriminate weapon of terror in the Syndicate's arsenal! It's homing-missile swarms "scramble" toward targets moments after launch. Missile warheads are inactive at close range. For best results, give swarms space to home in on their targets.

The scram cannon fires a set of swarming homing missiles that lock onto enemy targets within range. That's the key, though - within range. The scram cannon is certainly not a long-range weapon. Fire the cannon against a long-range target, and the swarm missiles simply flutter in the air or, worse, lock onto Konoko.

It may take a few shots, but you should attempt to gauge the scram cannon's optimum distance - because even close range isn't effective! If you fire the scram cannon too close to your enemy, you risk the swarm missiles overshooting the target and missing completely. But, if you strike from a balanced distance between long and close range, the swarm missiles can inflict significant damage quickly.

The scram cannon's magazine holds only five rounds, so it's easy to exhaust its ballistic magazine clips quickly. Conserve the shot until you're within range to maximize each swarm missile's damage potential.

Use the scram cannon to soften up enemies within range; this makes the enemies easier to take down with melee attacks. Try to conserve some ammunition, though, so you can pick up any discarded weapons and use them in subsequent attacks.

Dodging an AI's swarm shot is possible, even at long range. As the swarm missiles approach, jump just as the missiles arrive. If performed correctly, Konoko will leap through the circular pattern formed by the incoming swarm missiles. Keep moving forward and most, if not all, swarm missiles will overshoot Konoko and fly harmlessly by.





Power-Ups

This section details Oni's two most important power-ups, the force shield and phase cloak. Often, these items are hidden in each level, so explore carefully to gain power-ups to make combat much easier.

Force Shield (Bullet Barrier)

Description: The force shield surrounds the body of the wearer and absorbs the impact of any projectile that strikes it. The shield can only absorb a limited amount of punishment before it collapses; as it grows weaker, its intensity fades. Picking up a shield will cause you to discard your current shield forever.

Don't view the force shield as invulnerability armor. Each time you're hit with a projectile weapon, the force shield takes damage and will eventually expire. Instead, continue to employ cover and attempt to avoid attacks, but realize that the force shield will cover any mistakes.

Don't run around levels in the open with guns blazing and several enemies firing on you. This will eat up your force shield energy quickly, and you'll be forced to contend with the enemies with only Konoko's health standing between you and death.

Most force shields are hidden or off the beaten path, such as behind or on top of crates or in rooms along alternate routes. Make sure you explore all areas of a level carefully to uncover this extremely useful power-up. The force shield virtually extends Konoko's life, making it much easier to pass tough sections and reach subsequent save points.

Phase Cloak (Temporary Invisibility)

Description: The phase cloak agitates the user's molecules out of the visible light spectrum. The effect only lasts for 30 seconds; any longer, and the user might suffer irreversible cellular damage. A weakness of the cloaking effect is that the wearer becomes visible for a moment during physical contact with nonphased bodies. The 30 seconds begins upon pick up, so plan accordingly.





You can optimize use of the phase cloak in several ways. You can simply avoid conflict and run past tough sections, ignoring any guards while you're temporarily invisible. Just realize that those same guards you bypassed can hear you fire a weapon and come running behind you.

Alternatively, you could use the temporary invisibility to disarm a guard easier. Just approach and attack with a kickback maneuver. Grab the weapon and finish off the guard or continue on. Remember, you only have 30 seconds from the time you pick it up, so work quickly either way.





Chapter 4: Mission Walk-Throughs

This section includes walk-throughs for all 14 levels. Inside, you'll find objectives, save points, hidden items, and specific combat tips.

Chapter 1: Trial Run

Location: Syndicate warehouse

New Combat Moves

Move	How to Execute It	Other Information
Escape moves	Press crouch + any direction	These moves are useful for avoiding hand-to-hand attacks - and picking up objects!
Jump flip	Jump, then press crouch while in mid-air	Perform higher and longer jumps with flip. It's also a great attack move!
Slide	Double tap forward to dash	While dashing, press crouch to avoid traps, knock enemies off their feet, or pick up objects!
Throw	While standing next to an opponent, press forward + punch or kick	Try throwing from various angles to get different results.
Running throw	While running toward an opponent, press kick	This is a great move if you don't have time to slow down!





New Combat Moves, cont.

Move	How to Execute It	Other Information
Sledgehammer heel	Press punch, punch, then kick	This is a slow move to get off, but it's very, very powerful! Use it with caution!
Block	Face your opponent and don't press any buttons to block normal attacks	Crouch to block low attacks.
Disarm	While standing next to an armed opponent, press forward + punch	Try this move from different locations for different results.
Backbreaker	When standing behind an enemy, hit forward + kick	Few enemies can survive such a brutal assault!

Save Point 1

Put away Konoko's pistol and drop down into the room below. Battle the patrolling warehouse guard. Practice your melee combat maneuvers and save the ballistic ammunition for tougher enemies later in the level. Use the console to the right of the stack of crates and read about the ammunition crates.

Turn around and spot the other console bearing the red and white diamond symbol. Use the console to unlock the door at the end of the short hall. Proceed through this door to receive a message and compass data - as well as your first mission objective - from Shinatama.

NOTE: Look carefully at the first stack of crates just left of the information console. You'll notice a sign on the crates that reads "OMM TTC 1.1." This Easter egg stands for Old Man Murray Time to Crate and is a reference to the Old Man Murray web site and its infamous crate scale.

Objective 1: You must make contact with TCTF operative Chung, who has been investigating this warehouse for Syndicate activity.

The door ahead, marked with the yellow and white diamond symbol, is locked. Enter the unlocked door and ascend the staircase one floor. Enter the unlocked door across from Konoko's current position. Spot the console





marked with the corresponding yellow and white diamond symbol. Use the console to unlock the door. Exit the room and combat the solo warehouse guard ahead (exiting the stairwell door). You can ascend the staircase to the third floor and fight another guard.

Enter the now unlocked door marked with the yellow and white diamond. Move forward and take out Konoko's pistol. Shoot the guard ahead (he's also armed) and pick up his discarded Hughes Black Adder submachine gun.

TIP: Before leaving this area, look out into the warehouse and notice the small red ballistic ammunition power-up on the crates. Run and perform a long jump (with a mid-air spin) to drop down onto these crates. Make your way to the ballistic ammunition and add it to your stores.

Enter the unlocked door (you can't go through the door marked with the green and white diamond just yet) and descend the staircase to ground level. Enter the leftmost door and fight the warehouse guard inside. Pick up the dropped hypospray and listen to the tips from Shinatama. Activate the console marked with the green and white diamond. Exit the room to the right and enter the door with the corresponding diamond symbol.

Go right at the first turn. Enter the room and pick up the ballistic ammunition on the floor. Exit to the left and return to the previous warehouse. Enter the middle door (along the left wall) and ascend the staircase. Proceed to the right and through the door marked with the green and white diamond. Spot the body on the ground ahead. Approach the body to initiate a brief cutscene.

It's Chung. Pick up Chung's datapad and read its contents - it indicates that you should seek out the warehouse manager. After reading the pad, an aggressive warehouse guard enters from the door ahead of you. Defeat him with fists or a submachine gun. The next objective appears after reading the datapad.

Objective 2: Chung is dead. Griffin has ordered you to keep investigating. Try to find the warehouse manager and get some answers.

Before you move forward through the door (where the guard approached from), enter the door behind you and ascend to the third floor. Enter the room





and dispatch the guard inside for a hypospray. Return down one floor and enter the door beyond Chung's body.

Save Point 2

Prepare for your first fight with two guards at once. The guards start separated, though; if you're quick, you can take one down before taking on both at once. Alternatively, you can use Konoko's submachine gun and take them out with weaponry. Once you're finished, enter the door located to the right of the entrance. Ascend the staircase and proceed out into the hallway.

The first door on the right contains a guard. Continue down the hall and pull out Konoko's submachine gun - a tough battle with two warehouse guards waits ahead. Defeat the guards with the machine gun (or attempt a melee battle). Enter the first door on the right (one of the guards emerged from this room) and use the console inside this red-lit room to read the information on the shipping containers.

TIP: The low-level enemies populating the warehouse aren't especially tough (except in groups of two) and can be quickly dispatched with a triple combo. Approach a guard and press punch, punch, kick to knock him down and often defeat him in a single exchange.

Exit and resume your course down the hallway. The next door on the left leads into a room with a solo guard. Go through the door at the end of the hall. Exit into the machinery room. There's one guard patrolling inside. Defeat him and use the console marked with the blue and red circle - this unlocks a corresponding door in the same room. Proceed through to activate the next save point.

Save Point 3

Move forward and receive the warning that some enemies will try to run to alarm consoles when attacked. Turn right and meet such a guard. You can attempt a melee fight, but he'll start to run after the first connected blow. Follow him quickly up the staircase and into the room with the alarm console. Punch or kick him in the back to move him away from the console. Defeat him to eliminate the threat. Don't attempt to use a weapon; it's likely he'll escape





up the stairs and set the alarm. Stick closely behind him and attack him at the console.

In the same room as the alarm console, use the other console marked with the red and white diamond. Descend the staircase and go right into the door marked with the corresponding diamond symbol. Proceed forward and receive a message about innocent bystanders. Quickly save the innocent man from the warehouse guard. Speak with him after the confrontation to learn the location of the warehouse manager.

Face the area with two doors - one to the left and the other to the right. Enter the right-hand door into the stairwell. Ascend the staircase and move forward to spot the warehouse manager under assault. Save him from the guard and speak with him to learn about the truck. He opens the exit door; you receive a new objective as the door opens.

Objective 3: The warehouse manager believes that Syndicate agents are about to leave the facility with an unarmored truck. Commander Griffin has ordered Shinatama to coordinate your operation with a TCTF assault team. In the meantime, find the truck.

Enter the open door and locate the stairwell to the left and a guard to the right. Descend the staircase and defeat the guard standing outside. Cross to the other side of the platform to locate the next stairwell. As you proceed down, two guards (who may have spotted you) may intercept and attack you. On the ground floor, enter the hanger door on the right wall to trigger the timer, an objective, and the fourth save point.

Save Point 4

Objective 4: The armored truck here must be the one the warehouse manager mentioned. With the evidence you've uncovered, Commander Griffin has authorized a TCTF team to sieve the facility. You must detain the Syndicate and its contraband until the assault team arrives.

Several things happen all at once, so it's easy to get overwhelmed. First, a three-minute timer has started - you have three minutes to figure out a way to stop the armored truck from leaving. Second, there are several guards in the





area - one with a plasma rifle. Finally, during all this, Shinatama is relaying messages to you about the truck and your current objective.



Immediately head to your right and enter the doorway to the stairs.

Turn right and defeat the guard here. You can make an attempt for the plasma rifle (this guard stands across from your start position), but it's not really worth the effort or risk. After taking out the guard to the right, proceed into the door and up the stairs. Take out the guard standing at the top.

NOTE: Look closely at the crane and notice the word "Balor," a reference to Bungie's classic real-time tactical game Myth: The Fallen Lords.





Cross the platform and ascend another set of stairs. Take out the last warehouse guard at the top. Consider using stealth and hide behind the crates to get a jump and the first strike on the patrolling guard. Approach the crane console and use it to move the crane to Konoko. In the level's concluding cutscene, Konoko uses the crane to block the escaping truck just as the TCTF team storms inside.

Chapter 2: Engines of Evil

Location: Manufacturing plant

New Combat Move

Move	How to Execute It	Other Information
Triple-hit haymaker	Hit the punch key three times in a row to perform this combo	N/A

Save Point 1

Objective 1: Begin your search of Musashi Manufacturing. Look carefully for any evidence of illegal Syndicate activity.

The opening cutscene ends abruptly in a firefight. Three guards attack Konoko and her two TCTF escorts. Though it's not required, it's possible to save the two TCTF escorts, and they'll provide fire support throughout the first part of the mission. To save the TCTF agents, take out Konoko's pistol and turn left and shoot the solo enemy guard several times. You don't need to eliminate him; just put a few bullets in him to weaken him, and the TCTF agent can handle the rest.

Next, turn to the right quickly and approach the two enemy guards pummeling the solo TCTF agent. Shoot at them from a distance or run and attack them with melee maneuvers. The TCTF agent attacked by two enemy guards is tough to save. You must work quickly and get the two guards away from the TCTF agent fast.





After clearing out the lobby, you have a few exploration options. You can enter an unlocked door to the left of the desk to battle a guard carrying some ballistic ammunition. Exploring the upper catwalk reveals a locked door marked with a red symbol. You can't enter it yet but remember its location for later in the level.

Enter the door to the right beyond the front desk - two guards wait inside. After defeating them, enter the room on the left and use the console marked with the white symbol to unlock its corresponding doors. Exit this room and use the data console to the right of the now unlocked door for info on the "Deadly Brain." Definitely take note of all these tidbits, as you'll face the Deadly Brain at the end of the level.

Enter the white marked door left of the console. Hurry to the door across the room (expect to be spotted and an alarm to sound). Defeat the first guard, then eliminate a tougher second guard. Watch the cutscene of Konoko contacting Griffin and believing that the manufacturing plant is a set-up. Exit the door and beware the guard with a gun waiting to the left. Take him out and follow the hall to the end. Enter the door on the left to reach the second save point.

Save Point 2

Defeat the guard and enter the far door. Cross the empty room quickly to the next door (beware the plasma rifle-toting guard above). Enter the door and head through the next door on the left. Save the scientists inside - speak with remaining scientists for items and information.

A console in the lab is locked down. It can't be used quite yet. Exit the room and use the data console to the right of the green door for info on the Deadly Brain's weaponry. Return to the first room at the save point and spot the console marked with the red symbol. Use the console to unlock the corresponding security door.

Return to the lab with the scientists and notice the console there has changed. Use it to unlock the door with the green markings. Receive a new objective as a guard enters the room - get ready for battle!





Assist the female scientist, and she will reward you.

Objective 2: Make your way to the manufacturing wing. If the Syndicate really is using this facility for assembling illegal technology, that's where you'll find some hard evidence.

Exit through the green door and return into the lobby area. There's a patrolling guard carrying a plasma rifle here; take him out quickly and grab his weapon if you wish or hold on to your pistol or submachine gun. Make sure and pick up the discarded energy cell before you leave. Ascend the staircase up to the catwalk above. Cross to the red-marked door and enter.

TIP: Guards wielding plasma rifles may seem intimidating but their projectiles are easily avoided. Move toward them and strafe side to side, avoiding each





incoming projectile. Dodge just as the guard fires to ensure a successful dodge and miss. When you reach the guard, perform a combo to disarm him.

Follow the staircase down and into the machinery room. There are a few guards patrolling about. Attempt to lure them behind some machinery and pummel them one at a time. Look to the right from the entrance to discover an energy cell behind the machines.

Head left from the entrance and defeat the remaining guards (one carrying a scram cannon). Proceed to the adjacent area and locate a narrow door along the left wall. Enter and observe the brief cutscene with Commander Griffin. Continue to the next door and receive the level's third objective and reach the third save point.

Save Point 3

Objective 3: Avoid the automatic laser defenses and keep moving. Musashi Manufacturing wouldn't have set up this much security unless it had something to hide.

Enter the door and spot the two guards below, one carrying a submachine gun. You must return to this area after some exploration, so you can save their deaths for later. Either way, attempt to use your weapon against them and avoid taking damage. Lure them up the staircase, then jump the one with the weapon, knock him down, and knock the weapon out of his hands. The exit door in the lower area is currently locked.

Follow the catwalk to the door and enter; spot the laser defenses ahead. Note the pattern of the defenses. You can stand and run through them or use crouch to duck and crawl underneath them. You could even perform a forward roll underneath them to avoid triggering the plasma rifle turret positioned above the door ahead.

Ignore the doors on the right. Instead, enter the door below the plasma turret. The door marked with the yellow symbol to the left is locked. Instead, spot the guards patrolling the lower section of the room - one guard carries a submachine gun. Defeat the guard with your firearm or lure him up the stairs and use Konoko's fists and feet to knock the weapon from his hand.





Explore the lower area of the room and use the data console for information on the Deadly Brain's weakness - the control interface. Look in the opposite corner (below the stairs) for a second console. Use it to disable a laser field protecting another console in a previous area.

Return up the staircase and return to the laser defenses. Enter the first door on the left before you reach the defenses. There are two new moving laser defenses in this room. Both are difficult to pass, but the one on the right (facing away from the entrance) moves faster, making it somewhat easier to pass. To get on the other side, perform a quick forward roll underneath the moving lasers.

On the other side, spot the console now unprotected from the laser defense wall. Use this console to open the door marked with the orange symbol (it's located in the first area with the two guards you either killed or ignored). After activating this console, there's a brief cutscene with Shinatama about the Deadly Brain.

Exit the room (rolling under the laser defense), then go left back under the laser defenses along the catwalk. Enter the door at the end and descend the staircase to the orange door. Talk with the scientist here for a hypo. Use the blue console to unlock its corresponding door back on the catwalk with the laser defenses. Enter the first door on the right, the blue door.

Two guards wait inside. Defeat them and use the yellow-marked console and check the data console behind the scientist's body (you'll find more information on the Deadly Brain). Exit the blue door and go right under the laser defenses once again. Enter the door at the end and turn left toward the yellow door. Ready your handheld weapon; there's a guard inside with a gun. Defeat him and talk with the nearby scientist to receive a new objective.

Objective 4: The Syndicate has activated this facility's Deadly Brain! Despite the considerable hazards involved, you must shut it down. Who knows what damage this thing could cause if it gains access to an external information node!





Descend the staircase to the door. Walk forward and listen to Shinatama's message to "Turn off those breakers fast!" This also initiates the fourth save point.

Save Point 4

Use the data console ahead of you to receive the useful information: "Trip the breaker consoles in the lab, and get over here! Then, we'll be able to get inside and trigger the overrides."

It's time to disable the Deadly Brain. Four consoles are positioned around the brain, which is using rotating laser defenses to detect you. The brain's defenses will activate if you touch any of the laser defenses. Your goal is to activate each console three times (there's a brief cutscene intermission between the first and second times).

Run to the right quickly when moving between consoles. Avoid the laser defenses (which change slightly in quantity, speed, and pattern between each trip around the consoles). Activate each console as you move. After the cutscene, remain at your current console and activate it before moving on to the right. Complete the sequence three times to shut down the Deadly Brain, which completes the level.

Chapter 3: Puzzle Pieces

Location: Bio-research lab

New Combat Move

Move	How to Execute It	Other Information
Third kick roundhouse	Hit the kick key three times in a row to perform this combo!	N/A

Save Point 1

Objective 1: It's the Syndicate enforcer Barabas! You must defeat him to gain access to the research facility. TCTF reports indicate that Barabas





is inhumanly strong and tough. Watch him carefully. Eyewitnesses report that he can regenerate damage to his body.

The level begins with a mini-boss battle against the tough Barabas. If you eschew the fight and explore the surroundings, you'll find several items adjacent to the TCTF and other corpses. You can uncover a hypospray and ballistic and energy ammo as well as a plasma rifle. You'll have a chance to pick up these items after the battle, so don't feel the need to seek them out quickly. The most important item is the hypospray, resting just right of Barabas start position.



Your first goal is to knock that big gun from Barabas' hands.





Barabas is tough and carries the large wave cannon, but he's easy to fight if you perform certain tricks. First, notice that Barabas can't perform any melee attacks when he's holding the wave cannon, which is also a very cumbersome weapon that takes several moments to charge and fire. Use this to your advantage. Avoid Barabas' first wave blast by approaching from your left. Kick or punch him to knock him down and knock the wave cannon from his hands.

Instead of following the attack with more attacks, let Barabas pick up the wave cannon - guide Konoko back and give Barabas room to maneuver. Once he grabs the weapon, punch or kick him down again. Use a triple combo, such as punch, punch, punch or punch, punch, kick, for optimum damage.

After Barabas has taken a lot of damage, he'll attempt to regenerate and say: "Stronger and Stronger." Punch him quickly when he does this to interrupt his regeneration. Stick close to him to interrupt this, which is why it's better to combat Barabas with fists than a plasma rifle. Barabas leaves the scene after he's defeated, and you quickly receive the second objective.

Objective 2: Muro and his strikers have invaded this lab to steal experimental gene surgery equipment. TCTF rescue teams can't enter the building until the main gate and front foyer doors are opened. The controls are located in the security tower at the center of the lab. Make your way upward through the building and across the tower through the doors on the roof.

From Konoko's level start position, go right to the first door on the right (up the small steps) and receive a new objective and reach a save point as you prepare to enter the door. Don't forget to grab the items and the plasma rifle (or even the wave cannon) if you want different weaponry.

Save Point 2

Objective 3: It looks like the Syndicate troops have locked down all the floors in this wing of the lab. Surveillance scans indicate that a team of strikers is now sweeping every floor and killing scientists. Stop it if you can!





There are two guards waiting inside, and one carries a gun. Lure them around the corner (and back to the entrance door) to eliminate them more easily; it's tough battling the one with the gun from long range. Take them out and use the orange and white console to unlock the doors lining either side of the hall. Enter the first door on the left and defeat the guard inside. Talk to the male scientist in the large room to receive hyposprays.

Exit and enter the right-hand doors. Another set of scientists waits inside along with a single guard. Defeat the guard and speak with the female scientist inside for a hypo. Use the data terminal to read about simulated life doll research.

TIP: Conserve ballistic ammunition clips at the beginning of the level, so you have plenty of shots with your scram cannon during the level's difficult end.

Return to the hall and finish off any remaining guards. Walk to the end of the hall and ascend the staircase. You'll spot four guards on the next floor; Shinatama also sends compass data. If you're carrying the plasma rifle, fire on these guards from long range. If not, you may want to lure them (one or two at a time if possible) to the staircase and defeat them there. Attempting to take on all four at once is not advisable unless you're willing to use some hyposprays. Make sure you grab the discarded scram cannon, a particularly useful weapon later in the level.

Enter the doors on the left. Talk with the scientists inside and gain an energy cell and personal forcefield. Exit and enter the doors on the right. Use the data console inside for more information on SLDs. Talk with the scientist in here for another hypospray. Exit and proceed down the hall. Ascend the staircase at the end; Shinatama updates your compass heading as you near the top.

At the top of the stairs, spot two guards at a distance. Use the scram cannon if you're holding it or simply lure and fight them. Enter the small room (walk around the wall from the top of the stairs) and use the console to unlock the doors along the sides of the hallway.

Enter the doors on the left and gather the items from the scientists. Head into the doors on the right and watch out for the two guards with guns. Use the scram cannon at a distance (use walls for cover) or lure and attack them with





your fists. Exit and locate the staircase up (adjacent to the stairs you previously ascended) and reach the top. Fight the guard and receive a fourth objective.

Objective 4: Make your way across the roof and get to the top of the security control tower. Once the tower is secure, TCTF officers can storm the lobby.

Cross the roof and spot the guard to the left and the path to the right. Fight the guard on the left if you wish; he's easy to knock off the roof. Follow the right path around to a second guard. Defeat him as well and locate the door on the left-hand wall. Ascend the staircase defeating the guard as you make your way up.

In the next room, kill the guard and proceed through the door to the left. Head right and encounter a tough bomb trooper. Fight him with your fists; receive a message from the TCTF agents (who are still having trouble getting into the lobby) after the battle. The scene cuts to the bomb trooper, who's still alive and has a ticking bomb. In the cutscene, Konoko kicks the bomb trooper off into the lobby below - the resulting explosion clears the way for the TCTF agents! Konoko proceeds to a lift and the third save point.

Save Point 3

Exit the door into the lobby. Don't fire on the men you see, they're TCTF agents! Use the data console behind the desk for some information and to receive objective number five. Get moving fast, though, 'cause if you hesitate and dawdle too long, Syndicate agents arrive at the lobby to attack.

Objective 5: The Syndicate bomb trooper disabled the lab's security subsystems. But thanks to you, a small group of TCTF officers has made it into the lobby. Syndicate forces still hold the upper floors of the building. Clear out the upper floors and find the control consoles to unlock the upper passageway.

Cross the lobby and spot the stairwell on the left and the entrance into recessed room on the right. Enter the recessed room and ignore the console. Continue through doorway on other side and defeat a striker and bomb





trooper. After dispatching the bomb trooper, back away quickly, or you'll explode inside his bomb.



The agents in the main lobby will give you items; thank them by saving their lives moments later!

Return to the previous room and use the console you ignored. Return through the doorway and up the staircase to next floor. Once at the top, enter the door and use the second console. Exit and look down the catwalks to spot several guards waiting for your arrival. If you have the scram cannon, use it from long range. You can also lure the guards by firing on them with a pistol, submachine gun, or plasma rifle.





Locate the staircase up and ascend. Exit the stairwell and proceed forward to the end of the hall and the third console. Use it to unlock the door to the upper passageway. Cross to the other side. You can explore the area for a hypospray. Proceed down the left catwalk to the unlocked door on the left (the symbol on the door matches that of the three consoles). Use the data terminal on the right and open the door at the end of the hall for the level's last objective.

Objective 6: Muro and his men are loading their stolen technology at the rear loading dock. Find them and stop them!

This is an extremely tough area. You're at the top of a three-floor catwalk system. There are several patrolling guards with machine guns. The area is quite open, so it's easy to come under fire from several guards at once - this is a bad thing! A scram cannon works best here, though other weapons and even fists can be effective if you can avoid taking damage from multiple assailants.

Use the scram cannon if it's available to fire on the guards at long range. Other options include luring guards back to the door and hallway and fight them there. Make your way to the left along the catwalk to the staircase down. Head right to the next staircase down and continue. Be sure to look on the catwalks below your position for any patrolling guards; take them out from above before you descend to their floor.

Go left on the catwalk and head downstairs for the last time. Use the console to open the exit door. Now, you can cross the acid vats by leaping across the platforms or simply return up the catwalk and drop down to the walkway with the exit hanger door. Proceed through the hanger door, kill the guards, and exit through the next door to complete the level.

Chapter 4: Tiger by the Tail

Location: Airport assault





New Combat Move

Move	How to Execute It	Other Information
Willow kick	Hit backward, then forward + kick	This move has a staggering effect on your opponents!

Save Point 1

Objective 1 - Muro plans to escape by plane, while Syndicate troops attack the airport as a diversion.

Approach the airport entrance and defeat the guard that approaches. Quickly enter the airport and save the civilian from Syndicate attack. Talk with her after the confrontation for a hypospray. Hurry past the ticket counters to the end of the hall. More guards lurk here (with submachine guns and a scram cannon) attacking bystanders.

TIP: Before you enter the airport, check the road and the police cars for some ammunition clips.

At the end of the hall, take a left and use the console along the left-hand wall with the plane symbol. Enter the unlocked glass door into the airport terminal. Two guards holding some civilian hostages are inside; defeat the guards and speak with the civilian for an ammo clip.

Cross the terminal to the glass door. Spot the bomb trooper on the platform across from you. Shoot him with the scram cannon if it's available. Descend the ramp to the left and receive a new objective.

Objective 2 - The Syndicate has destroyed the cargo bay access ramps. Find an alternate route.

Guards approach. The airport workers will assist you; so keep them alive if possible. Descend the ramp to the ground floor and receive the compass data. You can't ascend the far ramp, as the middle section has been destroyed. Instead, discover a path underneath the ramp you arrived on. Head toward this path to reach the second save point.





Save Point 2

Watch out for the guard to the left carrying a plasma rifle. Defeat him, then cross the airfield, defeating the guards with a scram cannon or your fists. Go all the way to the far side of the field to encounter a worker; speak with him, and he hands over a forcefield.



The first guard has a plasma rifle, which will help greatly on this wide-open level.

Follow the compass data to the ramp leading down. There are two guards here, one with a submachine gun. Use the scram cannon. Search the area to discover a worker; he'll hand over a hypospray if you make contact. Ascend the ramp to the door at the top; Shinatama sends new compass data when you reach the door and save point three.





Save Point 3

Kill the guards inside the terminal. Use the data console to gain some more information. Walk through the doors on the other side to greet Muro - at least momentarily. Battle two guards, one with the Van de Graaff (VDG) pistol, which acts like a stun gun. Defeat them and explore the right-hand room for a forcefield power-up. Look in the left room for a console with a yellow diamond. Use the console to open the large doors. You also receive a new objective after accomplishing the task.

Objective 3 - Muro has locked the access doors to the repair hanger. You must find a way to unlock them to continue your pursuit.

Exit the now unlocked door and receive a new heading. There are enemies to the left and right. Tackle the left enemy first; he's carrying a plasma rifle. Head right and take out the enemies as you move. Enter the door on the left for a hypo and a console you can't use quite yet.

Go past the room to a staircase leading down. Cross the airfield to a second staircase on the far left. Two guards stand at the top. Defeat them and enter the door on the right. Use the console inside marked with the lock and key symbol.

Watch the cutscene of troops arriving through the hanger door. Defeat the two guards (both carrying plasma rifles) or use stealth to sneak past them to the right. Return to the previous staircase and the room with the previously unusable console. Use the console now. Return to the hanger with the matching symbol. Entering the door completes the level with success.

Chapter 5: Hot Pursuit

Location: Airport cargo hangers

New Combat Move

Move	How to Execute It	Other Information
Crescent moon kick	Hit kick, kick, then forward + kick	Knock enemies out of the air!



47





Objective 1 - Muro's men are using the repair hanger as a temporary base of operations. Find Muro before his men are finished loading his personal transport plane.

Save the airport worker from being chased. Head down the left-hand path. Explosions fill the room because there are several guards attempting to shoot you with their plasma rifles. Search the room on the right and a worker's body in the room's center for items. You need a weapon, so grab a guard's plasma rifle and use it against the remaining foes (or use fists as necessary).

Look in the upper floor of the closest room to the area's entrance. Locate the console marked with the yellow cube. Use the console. Search the room for an energy cell. Go to the corresponding door marked with a yellow cube; it's down the left alley past the far room from the entrance. Open and use the data console inside to get information about the unexplained interference.

Talk to the airport worker about a way to track Muro. Use the console on the left to unlock a set of doors back in the large room. Go to these doors to receive a new objective and reach the second save point.

Save Point 1

Objective 2 - Beware! Syndicate troops are protecting the entrance to the hangers.

There's a guard with a plasma rifle ahead. But that's just the start of this tough area. You should equip the plasma rifle and take out the area's guards from long range, especially one straight ahead in front of the building - he's carrying a portable mortar. Take out the guards carrying submachine guns. Get the most out of the plasma rifle because you'll likely want to switch to the portable mortar weapon. Make sure you search the left fenced-in area for a portable forcefield.





Be very careful of the guard carrying a mortar, who stands at the far end of this courtyard.

Enter the door beyond where the mortar guard stood. Take out the guard inside carrying the VDG. Use the console with the white cube symbol. Enter the corresponding door marked with the white cube; this triggers a cutscene of Muro fleeing and guards arriving as well as a new objective.

Objective 3 - Muro has split his men into two groups to better cover his escape. Chase Muro across the hanger rooftops or try to cut him off from below by working your way through the heart of the hangers. Either way, keep Muro from reaching his plane!





Take out the three guards ahead; consider experimenting with the portable mortar weapon. Search the room on the left for a data console - with information on the "tunnel scour." Use the other console in room to get access to the low road. As the third objective's hint states, you can take the high or low road.

Back outside, there's a guard with a mortar patrolling the ramp. Use the ramp and head left into a control room. Use the console there marked with the yellow cube, which is the first of three consoles you must use to unlock the corresponding doors revealed in the cutscene.

Descend the ramp and enter the adjacent cargo bay on the right. Fight the tough new tanker enemies and a guard carrying a handgun. Open and enter the hanger door on the right wall. More guards await, carrying scram cannons and plasma rifles. Take them out and enter the room on the right to speak with a worker for a hypo. Also, use the data console here for info on circuit breakers.

It's time to take the high road. Proceed up the ramp to the adjacent cargo bay. Some guards (with submachine guns and scram cannons) are hanging out. Use the scram cannon or plasma rifle to eliminate them easily. Keep going up the ramp to the control room. Look inside for a portable forcefield. Use the console inside marked with the yellow cube. Be sure to also enter the second control room (enter it via the same ramp and catwalk configuration) and use the third and last cube console. Enter the corresponding doors to reach a save point.

Save Point 2

Three tough guards wait for you. Take them out with your fists; there's not much room to use scram or plasma. Use the data console. Head right from the entrance and cross this rooftop's series of ramps (defeating guards with plasma rifles along the way). At the very end, descend the ramp to the left. Look out for the two guards at the bottom - one's a tanker, and the other is a guard carrying a scram cannon. Head left after the battle.

NOTE: As the objective hint stated, you can take the low road to the rooftop if you wish. The low road also triggers save point three. After opening the large



50





hanger door, open and proceed into the tunnel, which is littered with laser defenses. Observe their pattern and walk forward. If you trigger the defenses, poisonous gas enters the tunnel. Use the consoles to temporarily deactivate the gas. Proceed to the far hanger door and exit. Eliminate the guards and use the data console on the right. Descend into the parking lot if you wish and take out the guards. Head up and cross the roof in the direction of the compass indicator. You're now on the high road; follow the walk-through just past save point 2.

Descend the staircase at the end on the left. Several guards stand below. If you hurry into the alley on the right, you can save the workers from the attack, and they'll assist in the fight. Several guards approach this area when they hear the ruckus. Don't get surprised. Keep an eye out to the center of the area and use a scram cannon or other weapon to fire on them as they approach.

Follow the compass data to the other side and to the left. There's a tanker carrying a mortar and a bomb trooper protecting an important console. Don't approach these tough fighters. Shoot them from a distance with your available weapons (the scram cannon or plasma rifle is preferred). Use the console to unlock its corresponding door and receive new objective.

Save Point 3

Objective 4 - You need a way to get to Muro's transport plane. Search the facility offices for a rappelling harness.

Return up the stairs and head to the next set of stairs leading up. Open the door at the top marked with the yellow cube. Enter and speak with the worker for ammo. Enter the gold door on the left. Go down the stairs to the next door. Defeat the guards inside. Continue to the next gold door and descend. Battle the guards on this floor and talk with the civilian for a hypo. Search the office for the rappelling harness; a new objective also appears.





As soon as save point four activates, return up the stairs far behind you and climb up this set to the unlocked door.

Objective 5 - Reach the roof of the repair hanger to use the rappelling harness.

Enter the gold door and head down the stairs to the door marked with the yellow cube. Battle the guards and go through the door to reach the next save point.

Save Point 4

Fight the guards on the ramp. Attempt to knock them off and to their death for an easier fight. Ascend the ramp to the roof. Traverse the hanger roof, making note of the patrolling guards (use weaponry to kill them since the level is





almost over). Reach the point above the plane (note the symbol on the ground), and Konoko automatically uses the rappelling harness to descend, completing the level.

Chapter 6: Counterattack

Location: TCTF headquarters

New Combat Move

Move	How to Execute It	Other Information
Devil spin kick	Crouch, then release the crouch button and hit kick	This is a great area effect move to use when you're surrounded!

Save Point 1

Objective 1 - Syndicate forces have stormed the TCTF headquarters during the graveyard shift. A skeleton crew of TCTF agents is present, but it's outnumbered by the Syndicate attackers. Find a way to reach the upper floors and reinforce your teammates.

Two guards stand at the far side of the parking garage - one carries a gun. Punch or kick him down and take his weapon, ammunition, and discarded hypodermic. Don't use the ballistic ammo, though; save it for the mercury bow, which you'll have in your possession in a matter of moments.

Enter the far left or middle door (both lead to the same place). Two guards wait inside. Defeat them and continue to the next door. Eliminate the tanker and grab the mercury bow off the ground near the corpse. Take out the guard on the truck with the bow (or use up any remaining shots of your submachine gun to conserve bow ammo). Leap up onto the truck and grab the items on top.

Proceed through the doorway and head to the left to help the TCTF agent. Go to the end of the hall and enter the door on the left marked with the orange and blue symbol. Use the console in the room to open a door outside leading





into the stairwell. Shinatama sends new compass data and an updated objective.

Objective 2 - Main stairwell access is granted. Ascend quickly, but carefully!

Exit and fight a tanker; he arrived while you were using the console. Go to the stairwell door. Watch a cutscene of TCTF agents under attack. Ascend two floors and exit the stairwell door. Three enemies wait here; there's also a civilian present. Save the civilian for an ammo clip. Enter the first door on the left; take out the guard with the plasma rifle, and pick up the energy cell off the ground.

Enter the last door on the left. Take out the guard inside and use the console; it unlocks a door at the top of the stairwell (Shinatama sends you a new heading). Return to the stairwell and ascend one floor to the blue door; it's now unlocked.

You're faced with a very tough female enemy. It's best to soften her up with weaponry before attempting a melee confrontation. After eliminating her, search the area (the door to the left and the hallway to the right) for items. Enter the last door on the right. Grab the plasma rifle (with full ammo!) and energy cell if desired. Use the data console in the room to get more information on Barabas. Exit and enter the door on the left. Head up to watch a cutscene of Barabas kidnapping Shinatama! You receive a new objective and reach a new save point here.

Save Point 2

Objective 3 - Shinatama has been kidnapped by Syndicate troops, and they're headed for the roof. Find them before they escape.

Cross to the door. Assist the TCTF agents in the attack. Use the data console if you wish. Ascend the level and kill the syndicate troops patrolling the area. Explore the right area for a data console and a phase cloak.





Hustle upstairs so you can better assist your fellow agents.

Ascend another floor. The middle room contains a console but it reads: "Access Denied." Leap over the broken ramp to the higher level. To make the jump, then run and perform a long jump (hold down the space bar) and do a forward roll in mid-air (hit Shift during the jump). Leap on the far right of the broken area; that's where the gap is the shortest.

Assist the TCTF agents in defense (use a plasma rifle or mercury bow for optimum effect). Enter the middle room on the right and speak with the civilian. There's another console here, but you can't use it. You'll also find a data console in the last room on the level. Walk to the next broken ramp leading up and perform another long jump with a mid-air spin. Enter the room





on the far left. Talk with the welder for a new item (a laser torch) and a new objective.

Objective 4 - The elevator has been sabotaged. Use the welder's laser torch to circumvent the damaged elevator.

Exit the room and walk left to the end of the catwalk. Turn right to face the elevator and notice the mark on the top. Leap to the elevator, and Konoko automatically uses the laser torch to cut the elevator cords and rise to the top of the building. At the top, you reach a new save point and receive a new objective.

Save Point 3

Objective 5 - Barabas is close by with Shinatama. Stop him and rescue Shinatama.

This is a tough area. There's a guy on the catwalks above with a mercury bow. Take him out with weaponry before dealing with the troops on the ground floor. At the far end of the room, you'll find a console (on the back of a short pillar). Use the console and enter the matching door.

Eliminate the guards inside (it's much easier if you soften them up with a plasma rifle or mercury bow first). Go up the stairs and take out the two guards here. Exit the door and proceed forward, then head left across the catwalk. Enter the door at the end on the right; it contains more stairs leading up. Ascend the stairs.

Get the phase clock in the corner of the room. Exit and kill the guard (or just knock him off the catwalk) and go left. The left room contains a civilian and a data console. Enter the right room to locate the next staircase.

Assist the TFTC guard, but quickly scamper right to the helipad. You're too late. Shinatama is gone on the helicopter - but Barabas is still around! Time for round two!





Save Point 4

This fight with Barabas mirrors the first. Let him grab the wave cannon, then take him down with a combo. Don't let him invoke his stronger and stronger spell, or he'll regenerate some health. If you punch him off the roof, he'll arrive back via jetpack. Soften him up with your weaponry if you wish; the level ends after taking out Barabas, so you should use up all your ammunition and hyposprays.

Chapter 7: A Friend in Need

Location: Atmosphere conversion center

New Combat Move

Move	How to Execute It	Other Information
Running lariat	While running, hit punch when you're near an opponent	Kick other enemies while in this move!

Save Point 1

Objective 1 - Shinatama is being held somewhere below. Find a way down and rescue her.

Proceed forward and notice the guard to the right; he's carrying a plasma rifle. Defeat him and any other guards that approach. Pick up his plasma rifle and discarded ammunition. Cross the bridge and defeat the guard with the scram cannon. Go down the left path and enter the small room on the left. Use the console inside marked with the blue symbol. Make sure to pick up the hypo behind the console.

TIP: After exiting the small room, leap onto the electrical box to get up on the machinery. Up here, you'll find an energy ammo clip.

Exit to the left and enter the blue door at the end. Talk with the maintenance worker, who hands you a hypo. Move into the next door and head along the left or right catwalk. Battle the guards ahead. Ascend the steps at the end. Retrace your steps back on this roof and take out the guard. Look at the end of the roof and pick up the force shield.





A phase cloak to Konoko's far left will help you avoid the guards who patrol the bridge.

Enter the blue door and talk with the maintenance worker. Use the data console inside the room. Exit the door and avoid the guard with the gun hanging out on the roof. Scurry along the right-hand path and enter the room on the right. Talk with the woman for a phase stream projector. Beware of the guard outside with the plasma rifle; he won't hesitate to fire through the glass window and into the room. Use the console marked with the down arrow; this controls the elevator. Walk right to the end of the path and hop onto the lift; Konoko automatically rides down to save point two.





Save Point 2

Exit the elevator and defeat the guard. Follow the catwalk to the green door - it's locked. Go around to the left and beware of the guards with the plasma rifles. Follow the catwalk back toward the elevator and enter the room on the right (beware of the guy with the gun above on the roof). Use the console marked with the green symbol. Return to the green door and enter. Spot the tough female enemy. Use your weapon (the plasma rifle works best) and defeat her, then grab the mercury bow.

Ascend the stairs and beware the guards; one has a submachine gun. There's also a guard with a plasma rifle to the right on a far catwalk. Use the bow for easy kills. Cross the roof to the end and use the console with the white symbol. Instead of returning to the stairs, just drop down next to the white door and enter. Talk with the worker inside for a hypo, then use the data console.

Exit the door and head to the right. Go left at the end and beware the high guard with the plasma rifle. Follow the catwalk around to the left. You can ascend the stairs to the roof to search for items. Cross either the left or right side and pick off the guards with the mercury bow. Head toward the left catwalk and enter the room on the right. Use the console marked with the down arrow. Exit to the left and get on the elevator.

Objective 2 - You have reached the power grid that provides energy for the rest of the processing center. Find a way across it to save Shinatama.

Exit the elevator and enter the room on the left. Use the console with the red symbol. Before entering the red door, look to the right for a maintenance worker. Speak with him for info and items.

Proceed through the red door and assist the man fighting against the enemy troops. Speak with him about getting over the power grid (the pipes covered with electricity bolts). He disables the grid, giving you 19 seconds to cross. It's best to wait out the timer and use the console yourself, so you're prepared to make a move for the pipe.





Save Point 3

After using the console, exit and cross the pipe by leaping over the moving bolts. At the end of the pipe, leap into the open window. Use the data console and go through the left red door.

Save Point 4

Head toward the compass data and enter the room on the left at the end. Use the console; enter the matching door outside. Speak with the scientist about modifications to the facility. There are guards hanging outside; consider taking them out before using the console. Use the console to disable the power grid. Exit out the left door from the console and cross the pipe.



Take an immediate right to locate this fellow, who will give you a hypo.



60





Leap to the platform positioned left of the pipe (about halfway down). Defeat the guard and use the data console. Descend the stairs and battle the tough tanker (you receive two hypos upon his defeat, so don't hesitate to use your current stash). Descend the ramp positioned straight ahead from the console. Assist the man against the enemy troops; speak with him for new info, items, and an objective.

Save Point 5

Objective 3 - Shinatama was taken through the generator rooms recently. This may be a trap, be careful!

Use the console marked with the white symbol. Enter the white door and kill the guards inside the electricity room. Hug the right-hand wall and walk carefully through the room; attempt to avoid the electricity bolts. Pass through a second room, enter a final room, and battle three tough enemies.

Take out the female foe with the force shield first - she'll drop it upon her death. Use your remaining ammunition against these enemies, as once you defeat them, the level concludes. After you defeat the troops, the doors open, and the level ends.

Chapter 8: An Innocent Life

Location: Atmospheric conversion center

New Combat Move

Move	How to Execute It	Other Information
Rising fury punch	Crouch, then release crouch and hit punch	Hit enemies on the way up or the way down!

Objective 1: Shinatama is close by and in tremendous pain. Rescue her!

The first room features four rectangular machines from which steam is issuing and four tall, thin computer stations surrounding them. Leap onto one of the tall, thin stations to reach the machine that has a SBG man-portable mortar on it. Now, leap down and exit the room, descending the stairway.





You'll find a mortar up on one of the steaming machines.

Two rows of machinery line the large room below, and guards patrol throughout. Your best bet is to draw the attention of them one at a time, luring them into private fights in hidden places that other guards cannot inspect easily. On the far end of the room are a pair of doors; either of them access the next room.

Shinatama sits in the far corner of this room; approaching her will trigger a cutscene. Before you do this, search the room for a hypo in the opposite far corner from Shinatama. You will have no time to search after the cutscene is triggered.





Objective 2: There's nothing you can do to save Shinatama. Clear the blast zone ASAP!

You have 30 seconds to clear out of the room after the cutscene. Turn left and run up the stairway to the top. If you meet enemies on the way up, run past them. Look for a doorway at the top with a green light indicating it is open. Run through before the 30 seconds is up and fight the guards inside to save the scientist.

Save Point 1

Objective 3: Shinatama is gone. Her self-destruct command was broadcast from the control center in TCTF regional headquarters, and those inside must have known you were within the blast radius. Whatever secrets Muro was trying to learn from Shinatama, Griffin didn't want you to find out either. There's no one left to trust. Shinatama gave her life to buy you time to escape: Don't let your thirst for vengeance negate her sacrifice. Now, get going!

Talk to the scientist, who will recalibrate the power, so you can open the sliding door and dash across the pipe. (Even if he is dead, you can operate the control console yourself.) Leap the blue bolts as they approach. At the far end, jump up through the doorway into the room beyond. A scientist here will offer you a forcefield. Take it and exit through the red door.

Climb the stairs in the next room and enter the door at the top. A command panel here contains a useful hint: Containment zone 28.15 can be accessed, but only if you use the breaker consoles above each containment pool. Once you read the message, your next objective will be issued.

Objective 4: Shinatama's detonation has disabled the control mechanisms for the containment pools in the treatment room. Make your way past the electrical spikes and vats of poisonous chemicals!

Go up the next flight of stairs and talk to the scientist, who will give you a hypo. A control console beyond him unlocks the exit doors and triggers a cutscene of the electrical spikes.





Save Point 2

In the spikes room, you have two options: Take the stairway to your left and drop down to the platform on which the breaker panel is positioned or outrun the spike as it courses around the circular platform. If you want to pick up the power-ups you see lying on the platforms, your best bet is to return for them after you have flipped the breakers.



You can reach this platform via the hole in the wall you see to Konoko's right.

Note that the breakers only work for a short time before the spikes resume their patterns. If one strikes you, it is not instantly fatal. A broken platform above the first safe spot holds a force shield; the platform is reached by leaping to the hole in the wall, which has twisted metal protruding from it.



64





TIDBIT: The voice of Konoko is not that of Jodie Foster, although at times you may think so.

At the far end of the room is an exit into a glassed-in room. Exit and descend the stairs. Go through the red door and operate the control console that lets you safely navigate the electrocuted pipe. On the far end, jump through the door.

Save Point 3

Enter into the very large room that has walkway encircling it as far up as you can see. At the top of the first stairway, enter the door and speak with the scientist. He will advise you to use the ventilation system to escape.

Objective 5: Directly above you is the main access line to the center's ventilation system. You can make your escape past one of the system's inactive turbines.

Proceed up the walkways via the stairs that link them. On the fourth floor, a control console in the side room unlocks a door above on the highest floor. TCTF agents emerge, but beware: you are now the enemy of everyone, not just the Syndicate.

Go through the door the agents emerged from and ride a lift up to a room, which looks over an electrified pipe. This pipe's electrical charges run in the direction you must run, but once you leap onto the pipe, a cutscene takes over, and you escape unharmed.

Chapter 9: Truth and Consequences

Location: Regional state building

A fight with TCTF security forces begins the level. A pair of stairways climb to levels above, but the doors there are all locked. Find the open door on the ground level and use it to access the large open area in the center of the building.





Save Point 1

Objective 1: Shinatama claimed your real name is Mai Hasegawa. To find out the truth, you must access the regional state building's data archives. The archives can only be unlocked from the security command center on the roof. Find control consoles that will unlock the higher floors of the building and work your way up. A Syndicate ninja is also moving through the building. His trail of victims has alerted TCTF security forces all over the facility.



Talk to this male clerk and operate this console to unlock a door on the next level up.





Be very careful on this level: The next save point is not until you reach the roof. A male clerk on this level will give you important information; you can locate him by his whimpering. One of the corner rooms contains a control console that has two vertical blue bars on the screen. Operate it to unlock a door on the second floor.

Objective 2: The control console in the security command center on the roof will unlock the doors to the basement archives. Keep looking for consoles that grant access to the higher levels.

Return to the main lobby and climb one of the two sets of stairs. One floor up, you will find doors you can now access. Near the middle of this floor is a hallway with three doors; the center door leads to a control console with three vertical blue bars on its screen. Use it to open the doors above you by returning to the stairs that lead from the lobby and climbing up one more floor.

Objective 3: Find and activate the three control consoles that will unlock the doors to the roof.

As you enter either door on the third floor, you will be in a room that contains one of the three consoles. The third console is in the hallway between the two entry rooms. Use all three to open the doors that open onto the roof.

Between the two sets of doors that access the roof is another pair of doors. Inside is a console that unlocks the doors down on the first level.

Objective 4: Make your way back downstairs to the data archives in the basement. TCTF black ops troopers are now guarding key chokepoints in the building.

Return to the lobby stairs and use them to get down to the ground floor. Exit the lobby into the central area and use either newly opened side door (look for the green light above them) to get down into the basement.

Save Point 2

Laser tripwires and turrets protect the basement. If you have trouble avoiding them, try backing up and dashing at them. Just as you hit them, leap in the air;





this leap should cause the turret guarding the door to miss you. In the next hallway, enter one of the doorways and, after battling the guards, stand on the indicator circle that is flashing on the ground near a computer panel. Konoko will discover that she is not alone in the building.



If you jump as you trip the lasers, you can avoid the turret fire long enough to escape through the door.

Objective 5: Muro's master ninja, Mukade, has removed the Hasegawa records from the data archives! You must find him and retrieve the data disk that holds the clues to your past.

One of the consoles in this room turns off the laser tripwires, and the other unlocks the pair of doors out in the hall. Your best bet is to turn off the





tripwires and go back through that room and up into the first floor of the main building. From there, return to the lobby and climb the stairs to the third floor. Enter the left-hand door and use the console there to turn off the security systems nearby.

Out in the hallway on the third floor, find the pair of doors with green lights above them that are flanking a console you used earlier. Enter them, and you will find yourself in a reddish room with ramps leading down. Go down one level and enter the hallway that leads to the next building.



This walkway will be guarded with lasers if you haven't turned them off.

If you have not turned off the security systems, the next walkway will be protected with laser tripwires. If you have turned off the security systems, the





walkway will be clear, and the doorways on your right as you run along the hall will be unlocked. The second of these doorways leads to a console that turns off the security system in the lobby area below you and the walkway above you.

TIDBIT: Doug Zartman, public relations director for Bungie, provided the voice of the communications striker.

Before you go up a level, go down to the lobby and explore the two side rooms. The far room contains a SBG man-portable mortar and a console with interesting text about Griffin. Back out in the lobby, you can access the outside through the double doors if you'd like to settle the score with a few snipers (this should net you a mercury bow, if you don't have one already).

Reenter the building and go up two flights to the topmost walkway. Explore the first room, then the second, where you will find Mukade the ninja. He will leap through a window; follow him, but be sure you leap when you head for the adjacent building, or you'll fall to your death. Mukade will fling himself over a nearby wall; defeat his henchmen, then run to the flashing circle on the rooftop at the spot where he leapt to safety. Kunoko will clamber up over the wall and ride a zipline piggyback to the next mission.

Chapter 10: Cat and Mouse

Location: Rooftops

New Combat Move

Move	How to Execute It	Other Information
Twister kick.	Press left (or right), then forward + kick	It's a dodge and attack move all in one!

Save Point 1

Objective 1: Mukade, Muro's master ninja, is escaping with the files you need. You must hunt him down if you are to learn the truth about your past.



70





Your zipline ride atop the ninja's henchman comes to a sudden end on the rooftops. Careful! This guy is a quite a tough fighter. Once you beat him, turn the corner and drop down next to the air intakes. This section features quite a few leaps; to successfully navigate them, dash toward the edges and hold the jump button down the entire time you are in the air. Hitting the crouch key in midair, so you flip over, can't hurt either.

After a pair of leaps, you will be faced with a leap over a short railing. Make sure you clear the gap just beyond the railing; it's farther than you think. Leap from the edge of this platform to the ground below. At the end of this hall is a ramp leading up to your left.

Climb the ramp and turn around. Navigate the rooftops until you are forced to leap from between a pair of air intakes over to an adjacent rooftop. This rooftop features two small sheds with glowing blue horizontal intake panels. From the far left-hand corner, you can leap to another rooftop, where an elevator lifts you to the next level above.

Save Point 2

Circle around the elevator roof to the stairs and leap from the roof above to the adjacent, similar area (you can also leap from the level you start on, over the railing, to the adjacent area). The elevator door here is locked, so you must leap over the railing to a nearby rooftop to proceed.

A structure on this rooftop occupies its center and flanking it are two passageways, each of which requires a few leaps over square pits. A long rectangular box at the near end of the structure is your ticket up on top of the structure itself. Leap to it, then dash along its length and veer to one side for a leap to the structure. Several arms protrude from the structure; hypos sit atop two. A phase cloak is also in a nook. At the far end of the structure, a leap takes you to a force shield.

A stairway nearby leads up to a pair of buildings that are connected through their middles by a hallway lined with big-screen television displays. Each of the two buildings has a platform on each corner for a total of eight. Search them all for power-ups, including a phase cloak. Another walkway lined with





big-screen displays heads away from the second building to a set of stairs that leads up. At the top of the stairs, you will find that Mukade has again escaped, leaving his elite guards behind to stop you.



After you pass the second elevator door, you must dash toward and leap across this railing.

Objective 2: Mukade has escaped once again! Find a way to pursue him.

A hypo sits on an air duct near the zipline. Jump to the top of the duct and get the zipline rider there. Walk to the flashing circle near the zipline to proceed.

Save Point 3

Objective 3: Mukade is within sight - close in for the kill.



72





Go to the hallway lined with lights overhead and take it down to the open area with a set of stairs leading up. A flip jump from the top of the stairs back to the vent machinery will let you access the roof from which enemies leapt to fight you in the lighted hallway. Watch for an enemy to appear nearby when you grab the hypo up here.

Go back up the stairs and leap to the next building. Three steep jumps take you to a small courtyard, where a hypo sits on a platform accessible via a dangerous leap. Stairs lead down from this area to a walkway that takes you to the next building. Check for a hypo to your left, then circle around the building on the walkway. The walkway leads to a set of grey doors that leads inside the building.

Save Point 4

An elevator takes you to your confrontation with Mukade. If you have arrived at this point with little health and ammunition, you might find that you must restart at a previous save point and arrive at this fight with the proper preparation.

Mukade can teleport himself to other spots on the level, but will do so more rarely if you keep on top of him. After he teleports, he can also fire a guided ball of orange energy in your direction; the ball injures you and takes down any force shielding you may have, but you can avoid it by using the pillars and the shed to block it.

TIP: It does no good to throw Mukade over the edge of the building, as he will simply reappear via teleportation.

The ninja possesses many special, unblockable moves, making it difficult for you to do anything but stay on the offensive. Trying to kick him while he is down will usually result in a free shot for him, since he is quite nimble and quick to leap back upright. When he is down, prepare your special combo moves by issuing the first command or two of them, so that when he rises, your combo will be completing itself.





Chapter 11: Dream Diver

Location: Dr. Hasegawa's lab

Konoko uses the disk at her father's lab to learn more about her past, but Muro interrupts her musings.

Save Point 1

Objective 1: Muro? Here?! This can't be real... Or can it? Find a way out of this place, whatever it is.

Defeat Muro, and you will be released into an odd-looking area with mist covering the ground. Guards fade in and out of existence, but they disappear when you attack them. Shinatama appears on a ramp above you, encouraging you to follow her. Tiny guards will attack you as you head for the yellow stairs; crouch and sweep kick them when they get near. The survivors will flee through the tiny doorways along the edges of the room.

Walk up the yellow stairs and attract the attention of the guards there. If possible, run downstairs and back up until you have isolated them, so you can fight them one at a time. Once they have been defeated, enter the door at the top of the stairs (not at the top of the ramp). Shinatama will again beckon, this time leading you into a fight with female guards. Defeating them will let you confront Griffin and his henchmen.

Save Point 2

Objective #2: Griffin too?! Curiouser and curiouser...

A phase cloak in one corner of this room will make your task much easier. Grab it and carefully step behind each guard. Dispatch each one with your backbreaker move (forward + kick). Disarm Griffin, defeat him, and exit the newly opened door.

Pass under the laser tripwires and enter the next hallway. Shinatama will float by you, giggling hysterically. In the next room, you will confront your own





doppelganger. Look for a hypo in one corner of the room to help you defeat her. This victory ends the level.



Grab the phase cloak from the corner of the room where you fight Griffin to make your job much more manageable.

Chapter 12: Sins of the Father

Location: TCTF science prison #112

Konoko infiltrates the science center, seeking to free her uncle from his captors and find out the answers she wants to hear so badly.





Save Point 1

Objective 1: Find your uncle, Dr. Kerr, and neutralize the black ops team guarding him.

The next save point is just at the far end of the first room, which is laced with laser tripwire traps. All four traps are identical and may be bypassed with the following method. As you pass through the traps, face the wall, where the small devices that output the lasers are moving back and forth in their tracks. Facing this direction will help you gauge the position of the lasers more easily than if you face in the direction of the exit door.

The lasers come in sets of three. Crouch beneath the first laser; it cannot hit you as long as you stay crouched. As the laser, which moves in a semicircle, reaches its high point nearest you, follow it by tapping your sidestep key until you are crouched at the spot where that middle laser will be at its lowest point. Stand, wait for it to return, and jump straight up, letting it pass beneath you. Now, crouch again and carefully sidestep beneath the third laser.

Save Point 2

You can go left or right to proceed; if you go to your right, wait by the door for the guard to open it. Attack him without letting him retreat through the far door to the alarm, or your task will be made more difficult. Alternately, go to your left initially and sneak up behind the patrolling guard before he can raise the alarm.

From the alarm room, go down two flights of stairs into the area where the scientists are working. They will offer you goodies, and you can find a phase cloak along the wall at one end of the cryofreeze units. You might consider picking it up only after you have gone up one flight, through the red door, to unlock the doors on the top level. In the room at the bottom of the stairs, you will find a red ammo clip behind a piece of machinery at one end of the room.

TIP: Guards who run for the alarms take a few moments to activate the alarm. Step up behind them and hit forward + kick to backbreak them.

Go through the unlocked doors and enter a second area almost identical to the first. This time, the alarm is down a level, and the cryofreeze room





contains a console with text concerning your uncle. The console, which unlocks the next area, is again on the middle level behind a red door.



Talk to the scientists and look for a phase cloak along the wall.

Up on the top level of the third cryofreeze area, a group of laser tripwires protects one end of the hallway. Go to the opposite end to find your uncle, Dr. Kerr, inside a lab. Speak to him, and he will instruct you.

Save Point 3

Objective #2: Activate the three power generators for Dr. Kerr's Daodan probe.





Use the console in this room to turn off the laser tripwires and unlock the door in the hallway outside. Go through the door and sneak down the hallway behind the patrolling guards. Take your first right down the set of stairs; either doorway at the bottom leads to rooms with consoles featuring a yellow symbol with a black line through its center. Careful: When you operate the consoles, the enemy will investigate.

TIDBIT: The actor who provided the voice of Dr. Kerr also voice-acted the dwarves in *Myth: The Fallen Lords*.

A long, grey corridor with black barriers protruding from the glassed-in side leads to the third console at the far end within the side room full of machinery. Look for a phase cloak halfway along the corridor between two black barriers. Once all three consoles have been found, find one of the two large garage doors bearing the same yellow symbol as the consoles. They are both on the ground level.

They each lead to Kerr's lab; once there, he will ask you to sit in his lab chair. While he monitors the chrysalis inside you, he will tell you about your father's original plan.

Save Point 4

Objective 3: You must reach the biomatter disposal vats. It's a crazy plan, but it's your only hope!

Leave via the right-hand door and take a right, walking all the way down the hall and through the unlocked door. A piece of machinery in one corner conceals a hypo and a set of stairs leads up to the next level. Two consoles up here offer some thoughts on your situation - and a way through a door nearby.

The hallway behind the door is protected with quite a few laser tripwires. If you happen to trigger one and are shot at by the turrets, a quick retreat back through the door will reset the turrets. Alternately, if you time your jumps correctly, you can avoid the turret fire and get past them without being hit.





Use sidestep + jump while facing the wall to most easily avoid triggering the lasers.

To keep from triggering the turrets, face the wall so you can see where the lasers are heading more easily. Use your sideways jump (sidestep + jump) to leap the floor lasers and duck beneath the topmost laser when it is at one of its two high points.

Objective 4: Your Daodan chrysalis might let you survive diving into the acid pools, but only if you can clear the grinding machines! Activate the roof crane to swing clear of the grinder.

On the far end of the laser puzzle is a room with two acid tanks and a stairway leading down. At the bottom is a large door that leads to the acid vat room.





Make your way through the series of glassed-in work stations, pausing to operate the two consoles that operate the crane. As you approach the third, a cutscene takes over, bringing you to the end of the level.

Chapter 13: Phoenix Rising

Location: TCTF headquarters

New Combat Move

Move	How to Execute It	Other Information
Stepping disarm	When standing in front of an armed opponent, press forward + kick	Disarm your opponent with a kick to the face!

Griffin, at gunpoint, escapes down a very deep elevator shaft. Track him down if you want to know more about your past.

Save Point 1

Objective 1: Griffin has escaped. To get some answers, you must hunt him down.

Out in the hallway, turn left and enter the unlocked door. A console inside turns off the laser tripwires in the hall, and some ammo lies in one corner. The top level of the building is crawling with enemies; either go outside and knock off the guards one by one or sneak to your goal: one of the two central rooms, which contains a console that unlocks the stairway door. The other central room unlocks a different door on this level.

Save Point 2

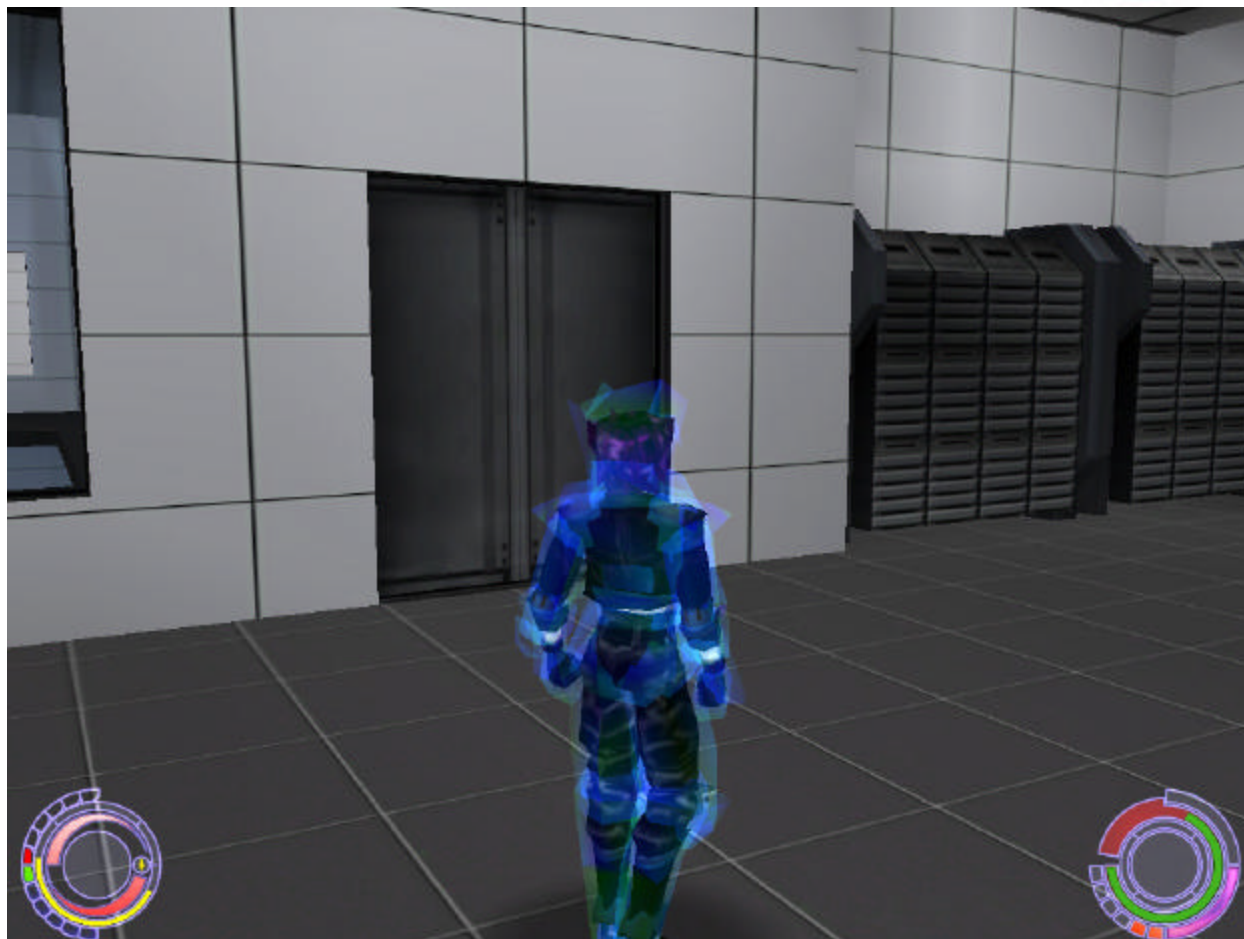
Objective 2: To reach Griffin in his Omega vault, you must disable the building's defenses.

Go down the stairs and out onto the walkways. One of the four computer rooms on the top walkway contains a text console, and another contains a pair of storage containers along one wall that conceals a force shield and a weapon. A fairly concealed stairway leads from this room.



80





Behind the containers to Konoko's right are some goodies; also, the stairway leads down from this room.

On the second level, look for another stairway just like the one that got you down here. Beware snipers once you gain the ground level. Down here, you will find a hypo behind a cluster of three computer panels. A doorway nearby leads to stairs that head down.

Save Point 3

At the bottom of the stairs, leap the laser tripwire and enter the first doorway on your left. A scientist inside will operate the console in this room. Continue and pick up the hypo in the room at the end of the hall. Go down the ramp; a hypo is snuggled behind two small crates in the corner of the first room. The other room on this level contains a force shield.





At the bottom of the next ramp is a room with a scientist in it who will offer you a hypo. Head down one more level, where another pair of tripwires slides along the walkway. You can obtain a phase cloak from behind a counter in the first room. The room between the laser traps contains a console that will turn off substation one.

Down on the next walkway, avoid talking to the scientist in the first room, and you will avoid a nasty ambush. Instead, go into the next room along the walkway and use the console to turn off the last substation.

Objective 3: You've disabled the power substations! You may now pass the static defenses between you and Griffin. However, you must unlock the Omega vault first.

On the next level down, you can find a screaming cannon inside the first room, lying on the floor around the far side of a thick wall. The other room on this floor is occupied by a civilian who offers you a hypo as well as ballistic ammo along one wall. A set of stairs between these two rooms leads to the ground level.

If you need it, you will find a pistol in one corner of the ground level area. Proceed through the door near the pistol.

Save Point 4

At the bottom of the stairs, a door across the hall leads to a text console, which makes reference to the Omega vault. The next door along the hallway contains a console that unlocks the doorway to the stairs at the far end of this area. Another doorway leads to a scientist who will surrender his scream cannon to you.

Go down one flight of stairs. As you enter this area, you are in a hallway, and one of the three consoles that unlock the Omega vault is at the far end of this hallway through a door on your left.

The next floor down is exceedingly similar; look for the same sort on console and a hypo in the room just across the hall. A screaming cannon is on the





floor in one of the side rooms. Now, return to the stairs and head down to the lowest level.



This fellow has a nice weapon for you, if you talk to him.

As you enter the doorway to the lowest level, you will pass by the door you have been unlocking. A side room on this level contains the last console, which will unlock this door completely.

Objective 4: Access to the basement is granted. Descend quickly!

Run to the opened door and descend the stairs. At the bottom, a cutscene will play in which Griffin threatens you with a highly deformed version of your best friend.





Save Point 5

Note that, in this area, you may possess enough health and hypos to simply run to each console despite the turret fire should you happen to trigger the lasers.



Use the central hub area to bypass the open gaps on each side of the room.

Shinatama possesses three levels of defense, each progressively more difficult to navigate. To get through the first safety level, run behind the lasers to your right as they sweep away from you and stand behind the blind spot at the console. Operate the console. Wait for the beams to sweep behind you and run to the spot where you entered the room. This basic idea will repeat





itself several more times as you run to each of the four consoles to operate them. It's a bit tricky going from the second console to the third; run to the middle of the room when it is safe, where you can pause and wait for the lasers to be in an advantageous position.

Once Shinatama switches her defenses to level two, you must quickly sidestep to avoid being immediately caught by a vertical tripwire that starts directly behind you. Level two defenses are identical to level one, with the addition of this vertical laser that runs through each console area. Again, use the central safe areas to get past the two gaps in the floor.

Level three defenses lack the central vertical laser of level two, but the two horizontal lasers that scissor back and forth present a greater challenge. One laser is lower than the other, and it is this one that you should jump as you maneuver through the level.

Once you have completed the circuit a third time, Shinatama will attempt to destroy Griffin; in this cutscene, you will have the option to do the same, if you wish. Depending on what you do, the end of the game will change (see that part of the walk-through for details).

Chapter 14: Dawn of the Chrysalis

Location: Syndicate mountain compound

NOTE: This part of the walk-through takes the stealth approach; if you choose to fight the numerous guards in the opening courtyard, be aware that there is a hypo inside one hangar and ballistic ammo inside another.

Save Point 1

As the level opens, you land with a crunch beside a trio of crates. Behind them is a phase cloak. Get it and, while you are cloaked, dash beneath the gaze of the sentry near you along the fence. Take a right at the fence corner and follow the fence down to a tall crate with a personal mortar weapon atop it. Jump up on the box and get the weapon. Now, jump to the ground and get the phase cloak at the base of the tall crate. While cloaked, run past the blue





and red hangars to the main door, which is guarded. Run through the door before you uncloak.

Objective 1: You have entered the compound. Now, you must find a way to access its secure computer core.

Inside the main door is another door, then, you'll come to a small area with an alarm console. Check behind the console for a force shield. The room to your right contains a hypo. The room to your left leads to an area guarded by lasers. Inside the first room is a scientist and both types of ammo. Skip the other two doors and go through the door with the green light over it.

Save Point 2

At this save point, you stand near an open door and a closed one. Go through the closed door and continue in this direction until you find a console that opens a door on the far side of the open area where the trucks are parked. In the console room, look for a hypo and an energy cell up on the ducts.

A guard with a mercury bow has emerged from the opened door; stay out of his line of sight as best you can, so he will not use up the ammo in the bow. Go back to the save point area. Now, go through the open doorway. Take the guard out and claim the bow. Inside the room he was guarding is a console that opens the door to the stairs that lead down.

When you return to the hallway, a cutscene shows several guards emptying from an armored truck below. Konoko will surmise that the truck can bash through the heavy doors on the main floor.

Objective 2: An armored truck has arrived just in time for you to hijack it.

If possible, shoot some of the guards below before you venture down the stairs. Lure the survivors up the stairs to do battle with you in the hall, where you will be fighting in more confined quarters. The mechanic is carrying a key; once you have defeated him, you can pick it up and carry it to the flashing circle by the truck on the main floor.





Try to keep the guard with the mercury bow from getting off more than one shot.

Save Point 3

Objective 3: This is the heart of the Sturmanderung megacomputer. Access its subnodes to learn the details of Muro's master plan.

Immediately run up the first short flight of stairs and wait in ambush for the guard who comes down to you. After you defeat her, look for a hypo on the ground level, which lies on the floor behind an apparatus. Go up two flights to a door, which will open as you approach it. The guard who opened it will fight you; defeat him and enter the door he emerged from. You are now in the main computer chamber.





Move straight ahead along the walkway and take your first right. This way leads into the door of a small room with a console in it. The console unlocks several doors throughout the level. Exit the small room and take your first left. Go through the door, and a cutscene will play in which a guard fires a screaming cannon at you.

You can now enter the doors at ground level or the doors at the top level. You must access one of the two consoles that you will find at each level of the walkways.

TIP: Talk to scientists on each level to collect power-ups. Avoid walking in front of the two side doors on the middle level to prevent the release of reinforcements.

Once you have used all three consoles, one on each level, a cutscene will play, showing guards who pour from a door at ground level, firing their weapons.

Objective 4: You have found a possible weakness in Muro's plan. If the Sturmanderung pulse can be activated before all the orbital transmitters are aligned, some of the atmospheric conversion centers will survive.

Two of the guards take up positions in the corners of the room, while the other actively seeks you. Rather than fight them, you can jump to the phase cloak hidden on a ledge along one wall of the lowest walkway near the door the guards came through.

TIP: Even if you do not use the phase cloak to slip past the three guards, get it and jump to the ground, using the cloak to ascend the stairways in the next area more easily.

Go to the ground level and enter the door that the guards emerged from in the cutscene. You will reach your objective if you proceed up all the walkways, using the stairs that are alternately at either end of the room. At the top, use the console. Behind it is a hypo.

Objective 5: You've disrupted Muro's plans, but you must still face him in combat.



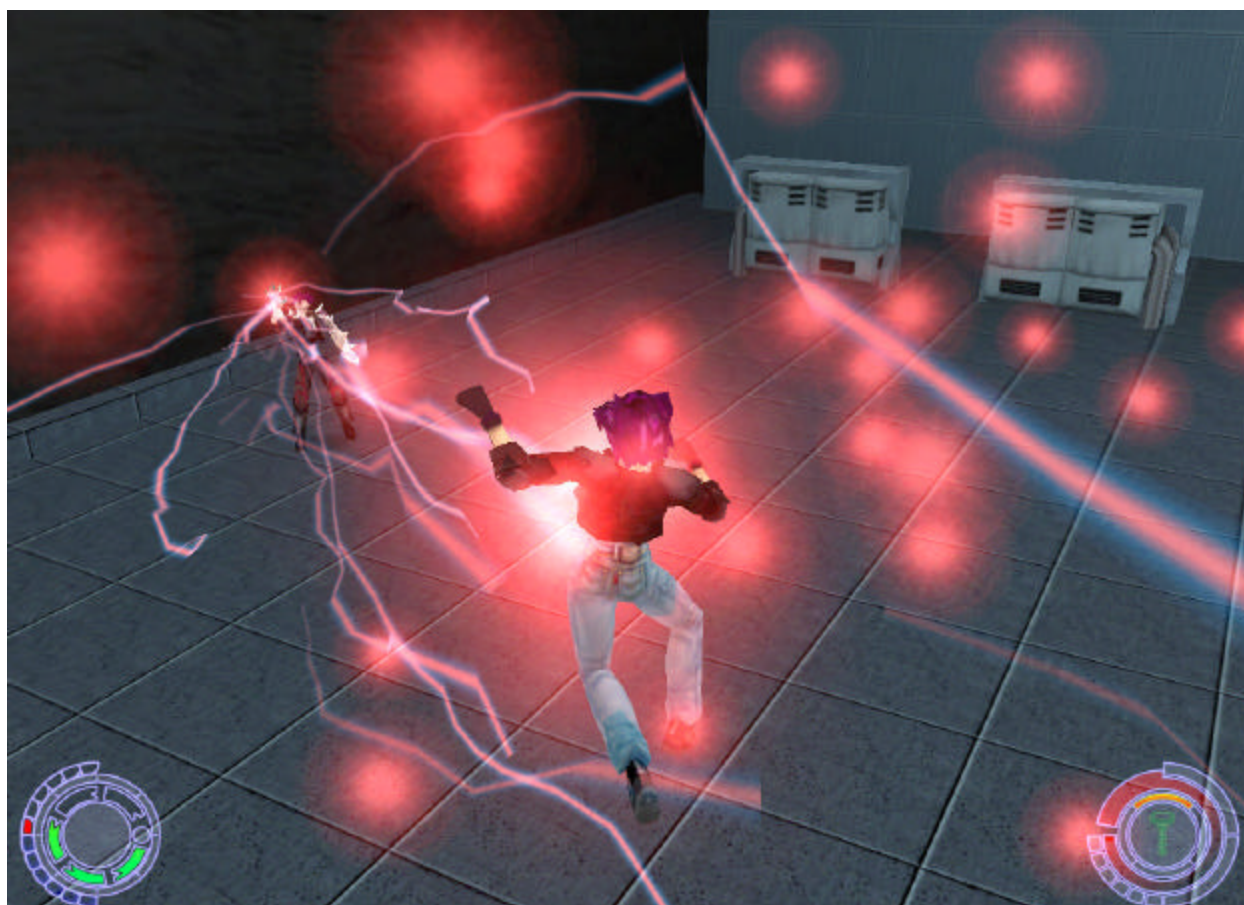


Jump onto the large platform behind you (as you stand at the console). It will rise through the ceiling and take you to your final battle.

Save Point 4

If you killed Griffin at the end of chapter 13, you will face a mutated version of Muro, alone. This ending is not necessarily more difficult than the alternate ending, discussed at the end of this section.

Objective 6: Muro has achieved the next level of Daodan evolution: the Imago stage. Muro's Daodan powers make him invulnerable, but having only just evolved, he has limited energy reserves. You can hurt him when his energy is drained.



Running from the mutated version of Muro is unwise, due to his nasty red tractor beams.





The evolved Muro is protected by his invulnerability, which you can recognize by the reddish glow and orange sparkles around his body. However, if he expends energy in attacking you, he will lose this power, and become vulnerable.

The best approach to this fight is to stand toe to toe with Muro and make him miss you. When he attacks, use escape moves to avoid contact. Wait for him to perform a combo move (he has more than one); he will lose his aura when he spends his energy on such a move.

At this moment, run in and attack him. He is much bigger than you, but your jumping kicks and punches will usually strike home. On being attacked, he will immediately crouch into a ball and defend himself with red, crackling energy that repels and damages you - so after your initial attack, perform an escape move to avoid the bulk of the damage.

If you did not kill Griffin at the end of chapter 13, he will arrive in a helicopter along with TCTF agents and assist you in your fight against Muro.

The best approach is to keep Griffin alive. Stay near him, focusing your attacks on Muro, but keeping an eye on Griffin if he gets overwhelmed. As you knock off Muro's partners, more will replace them; since Muro focuses solely on you, you should do the same in return and not try to defeat the henchmen. Leave that task to Griffin and the other TCTF agents.

TIP: If you have trouble with either of these endings, you can try the other simply by reloading Chapter 13 (TCTF headquarters), save point 5, and this time dealing with Griffin differently than you did previously. There's no need to replay the entirety of Chapter 14; just reload Chapter 14, save point 4, and you will see the alternate ending.





Appendix: Cheat Codes

To activate Oni cheat codes, you must first defeat the game. Once you have beaten the game, press "F1" during gameplay to open up the personal data assistant. Type in the following codes to activate the cheat; if entered correctly, you'll notice text appear in the bottom window of the PDA.

NOTE: These cheats only work for the PC and Mac versions of Oni.

liveforever

This toggles invincibility, making Konoko impervious to attack.

fatloot

This provides full ballistic and energy clips as well as full hyposprays.

touchofdeath

Enemies are killed after single blow, using Konoko's touch of death.

canttouchthis

Konoko can't be knocked over or stunned.

glassworld

This turns the game world breakable.





winlevel

This code lets you instantly defeat the current level.

loselevel

This code lets you instantly lose the current level.

bighead

This code toggles big head mode.

minime

This code toggles miniature mode.

behemoth

This toggles Godzilla mode.

superammo

Never worry about ammunition again with infinite ammo.

reservoirdogs

Computer-controlled enemies fight everyone, including each other.





roughjustice

You get fast-firing weapons.

chenille

This code give you a permanent over-hypo effect.

elderrune

This code gives you regenerating health.

moonshadow

This toggles invisibility.

munitionfrenzy

This handy code drops weapons everywhere.

fistsoflegend

This code lets you knock back enemies after each blow.

killmequick

This lets you face of tougher computer-controlled enemies.

carousel

This code toggles slow-motion mode.





shapeshifter

This code lets you change characters (using the F8 key). This lets you play through the game as a different game character, such as a striker, Muro, Barabas, or other enemy. You can even perform their moves! Try different combinations of punch, kick, and jump buttons to master the game again as a new character!

